

Steven The Sword Fighter

1020-013

Final Board

Date: July 24 2013

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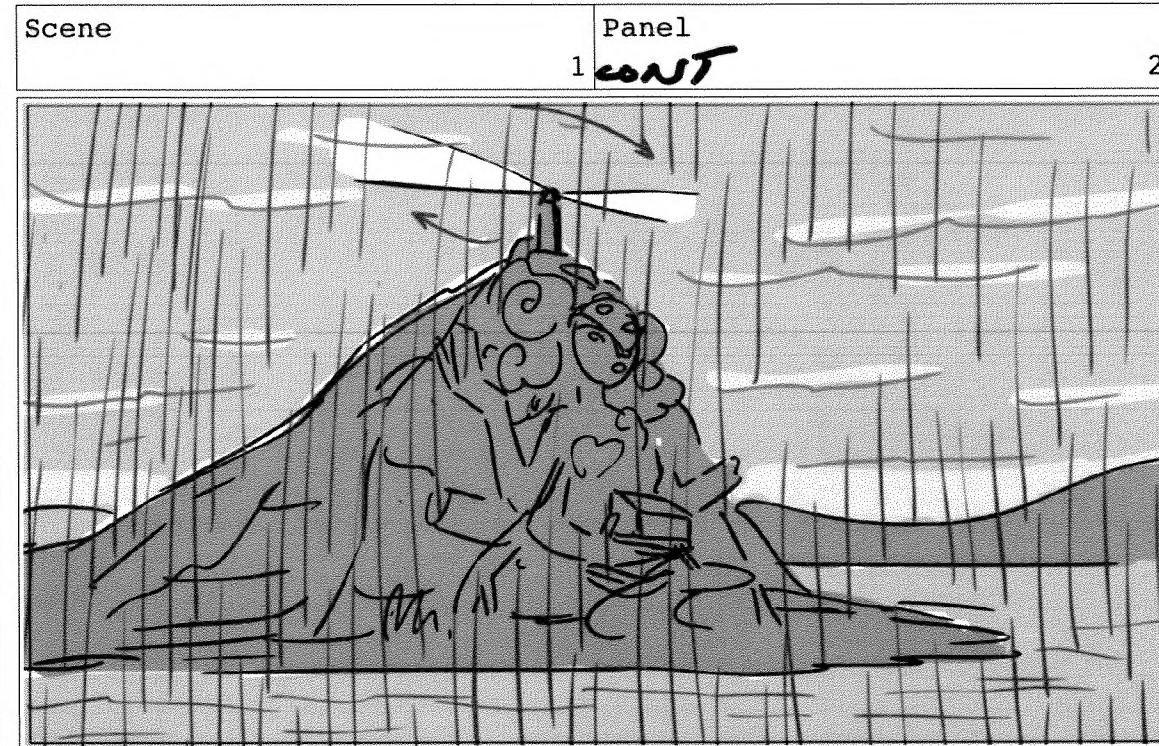
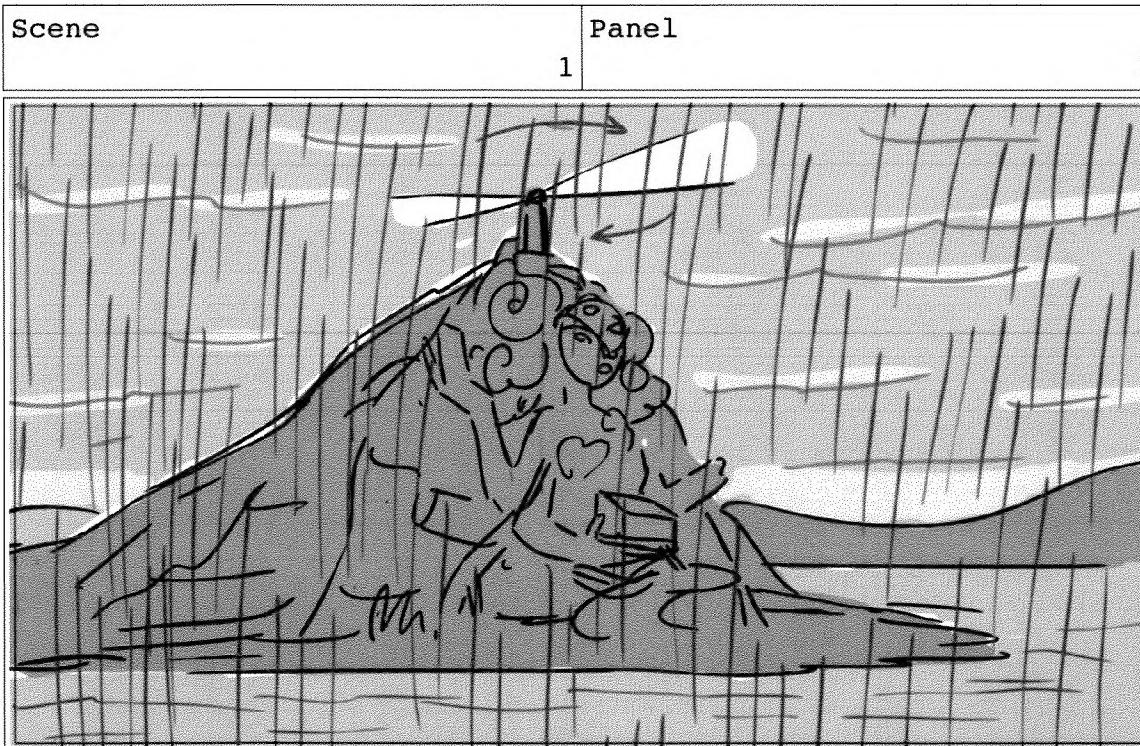
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**Action Notes**

Raining - Light from lighthouse spinning counter-clockwise.

Slugging

Panels 1 + 2 = 2.08

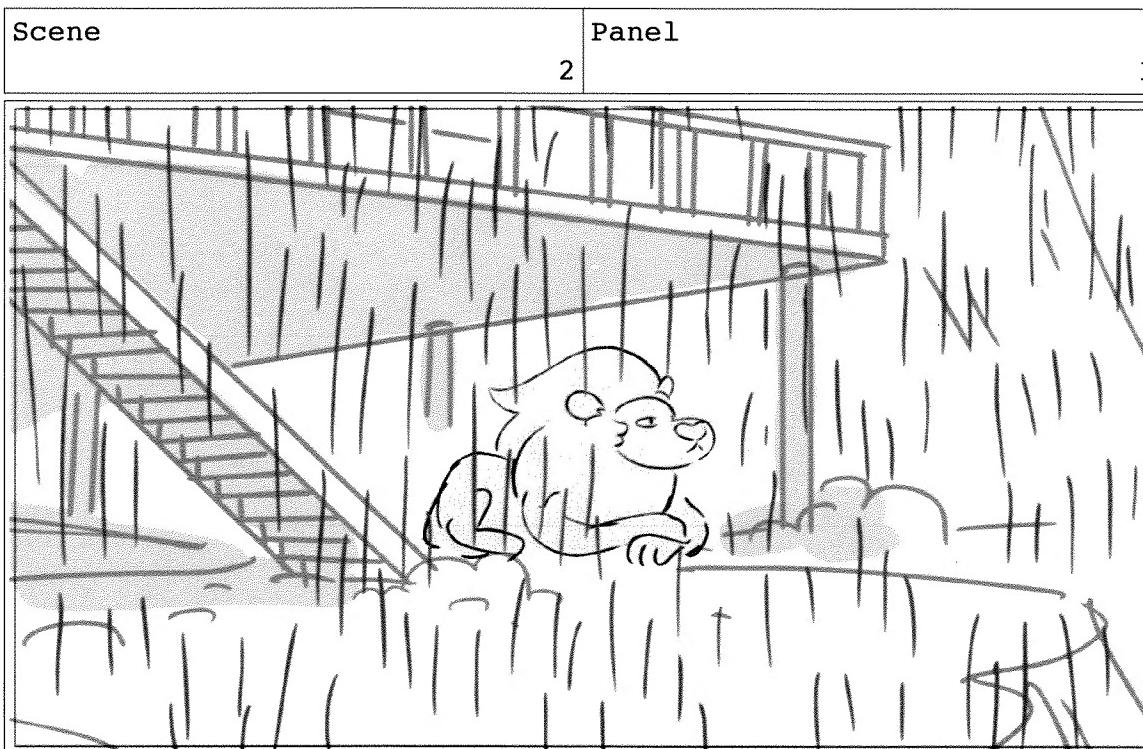
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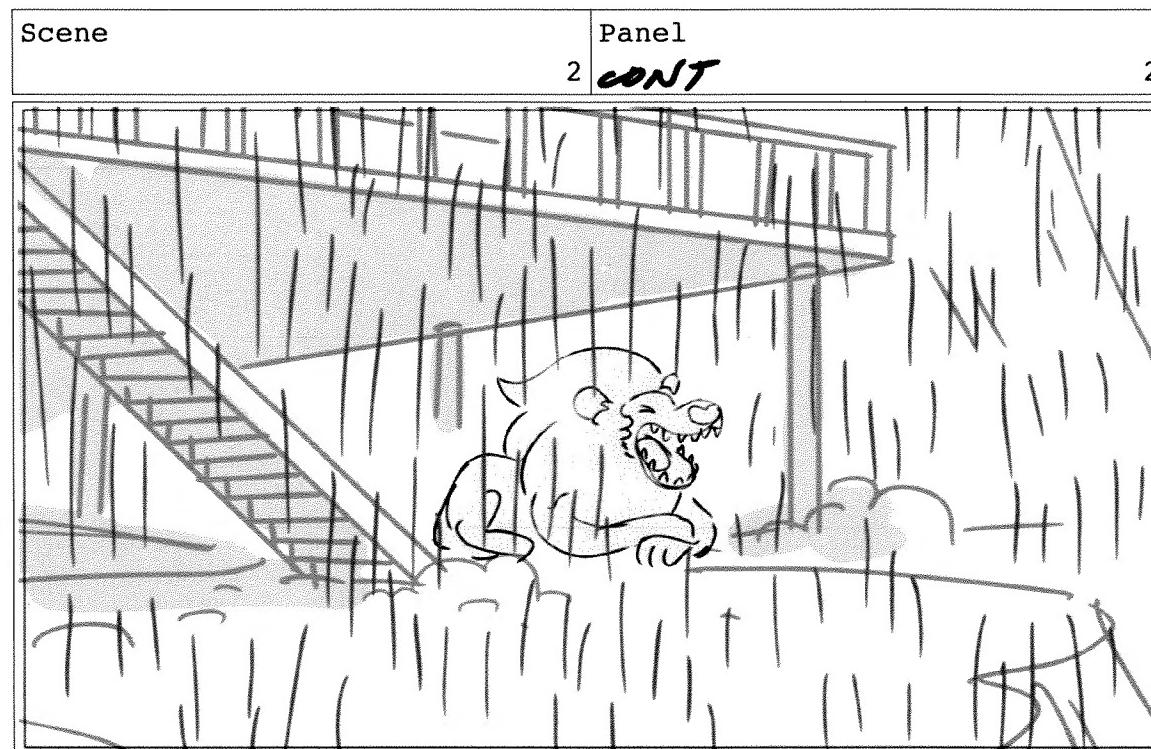


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Action Notes
Rain Cycle.

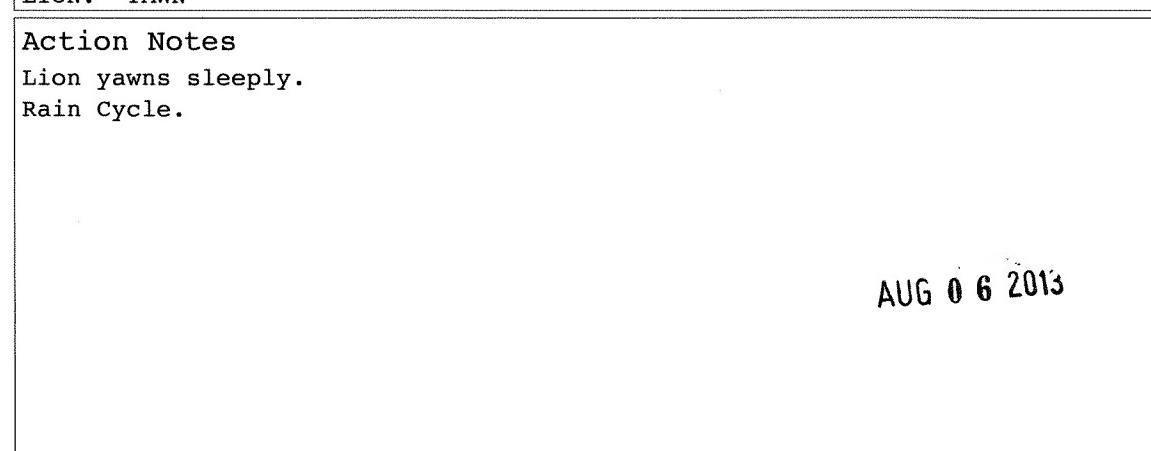
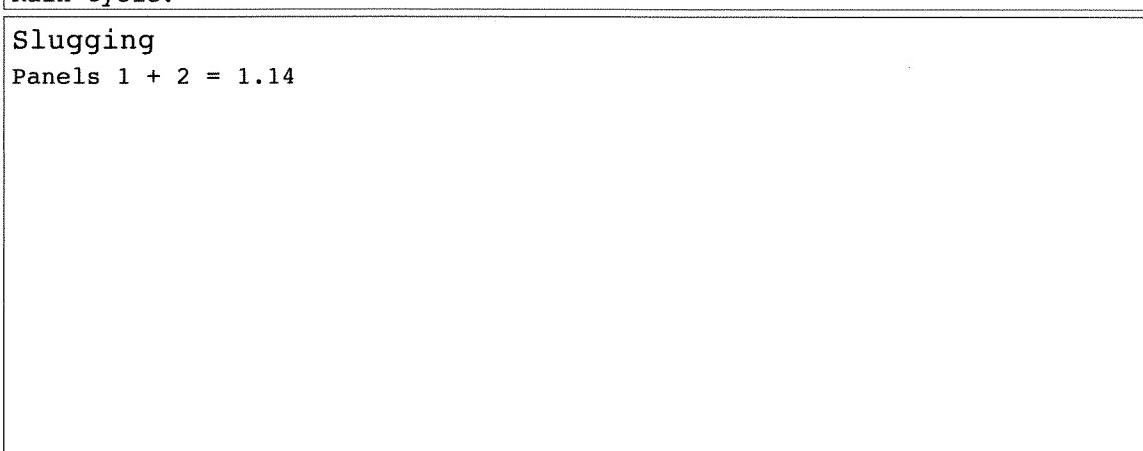
Slugging
Panels 1 + 2 = 1.14



Dialogue
LION: *YAWN*

Action Notes
Lion yawns sleepily.
Rain Cycle.

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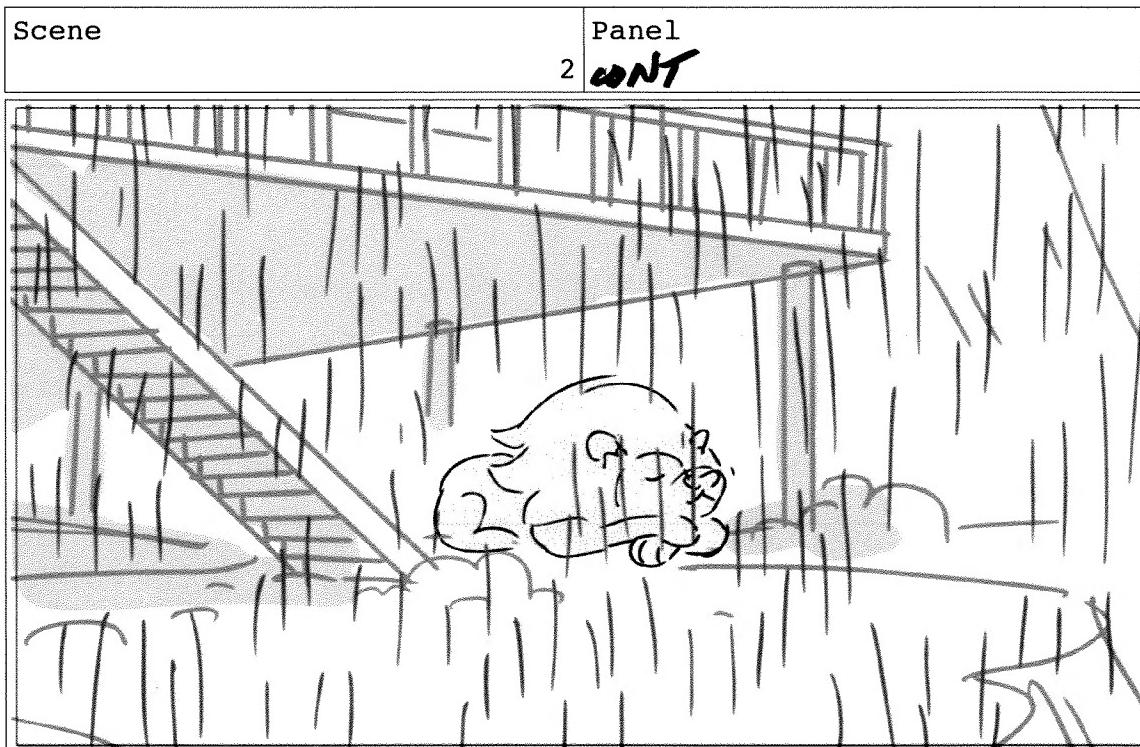


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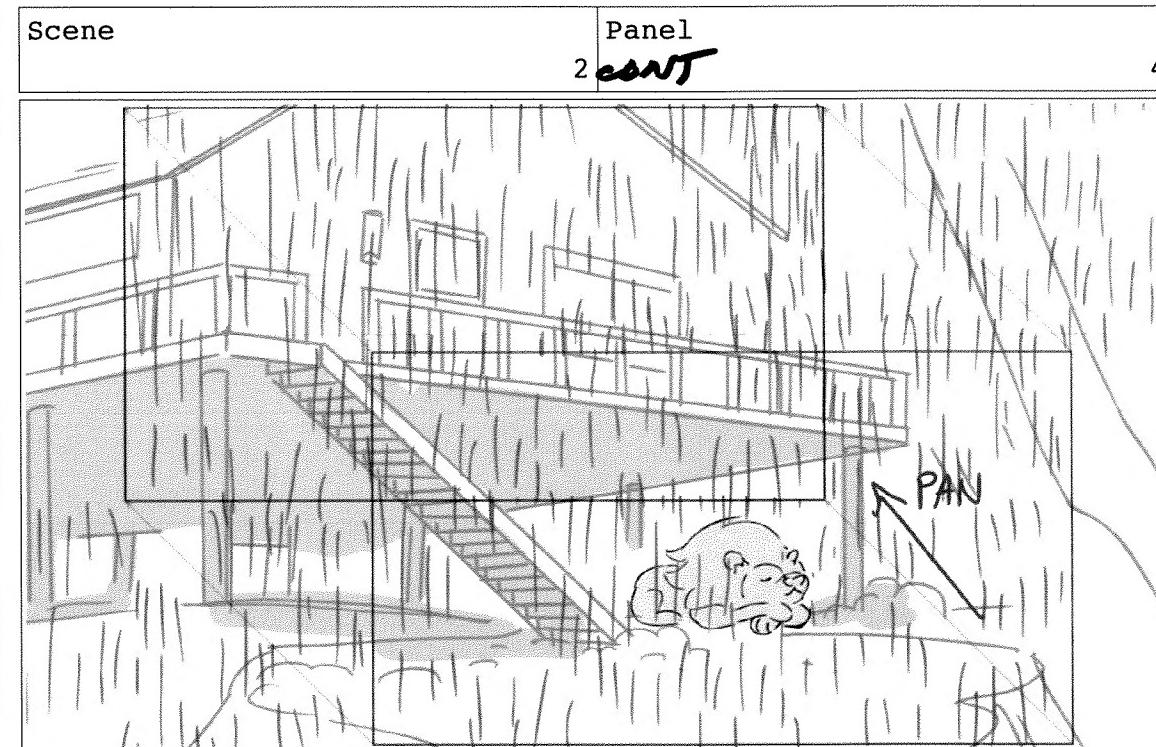


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Action Notes
Lion lays his head down.

Slugging
1.01



Dialogue
SFX: *Lonely Blade music*

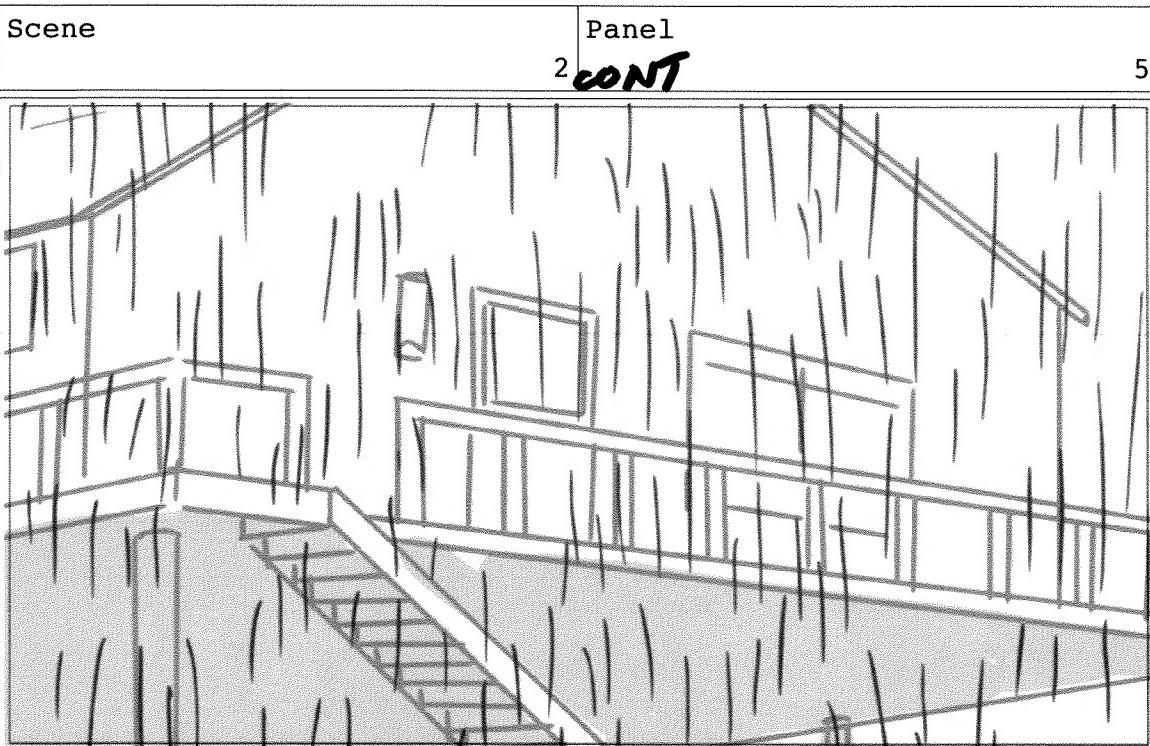
Action Notes
Camera pan up NW to the door.
Lonely Blade music fade in (heavy brass like a Kurosawa film).

Slugging
ADJ: 1.02

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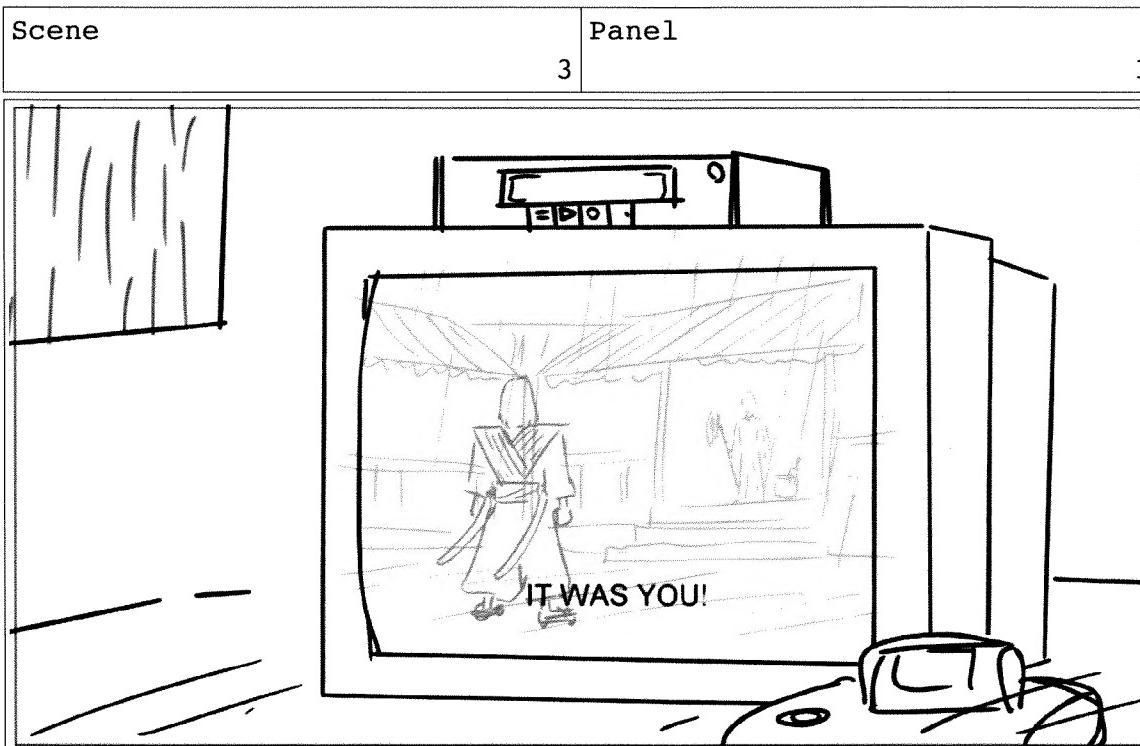
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Dialogue
SFX: *Lonely Blade music*

Action Notes
Rain Cycle.

Slugging
1.00



Dialogue
LONELY BLADE (In Japanese): Omae Dana!
"It was you!"

Action Notes
Black and white samurai movie.
Rain is falling in TV and outside window.

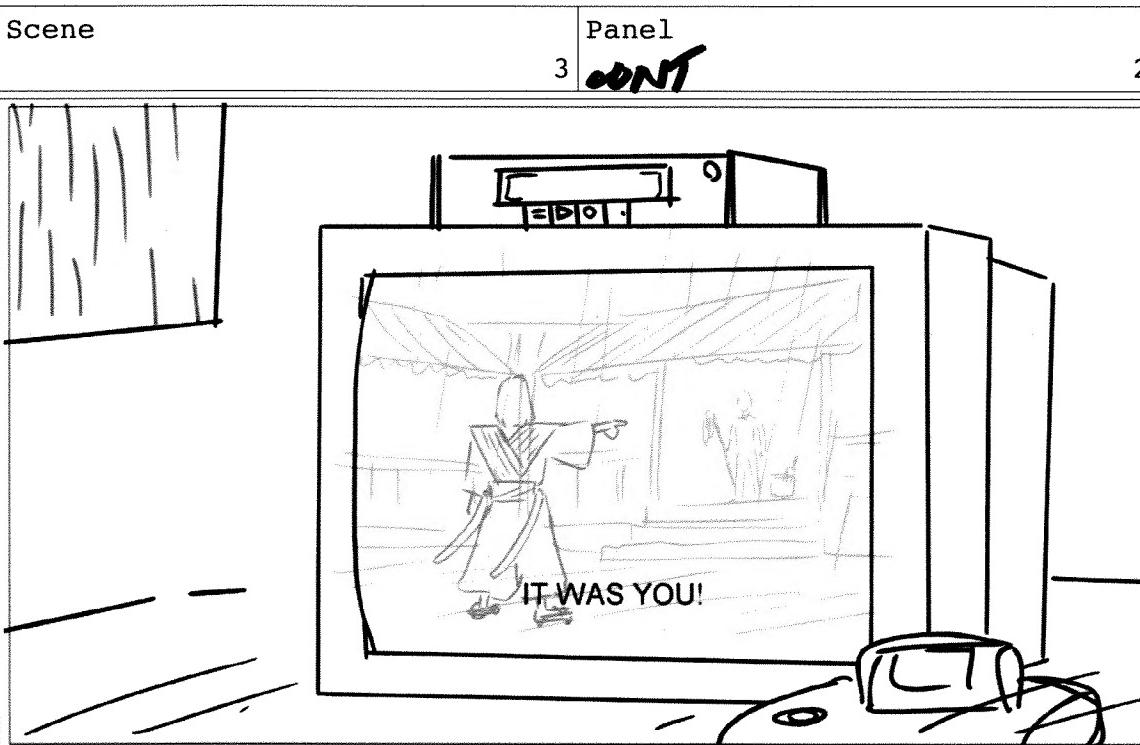
Slugging
0.13

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Dialogue
"It was you!"

Slugging
1.02



Dialogue
LB: Omaega Aniuewo Koroshita...
"You were the one who killed my brother."

Slugging
2.06

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Dialogue

LB: ...Aniueno Kataki, Utasetemorau!
"Cursing me to fight alone forever!"

Slugging

3.11

Dialogue

"Cursing me to fight alone forever!"

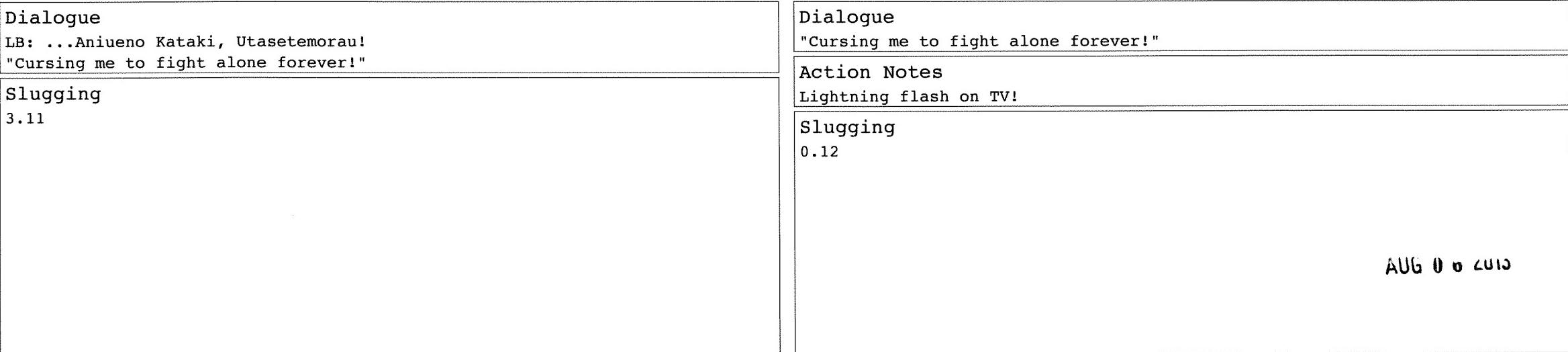
Action Notes

Lightning flash on TV!

Slugging

0.12

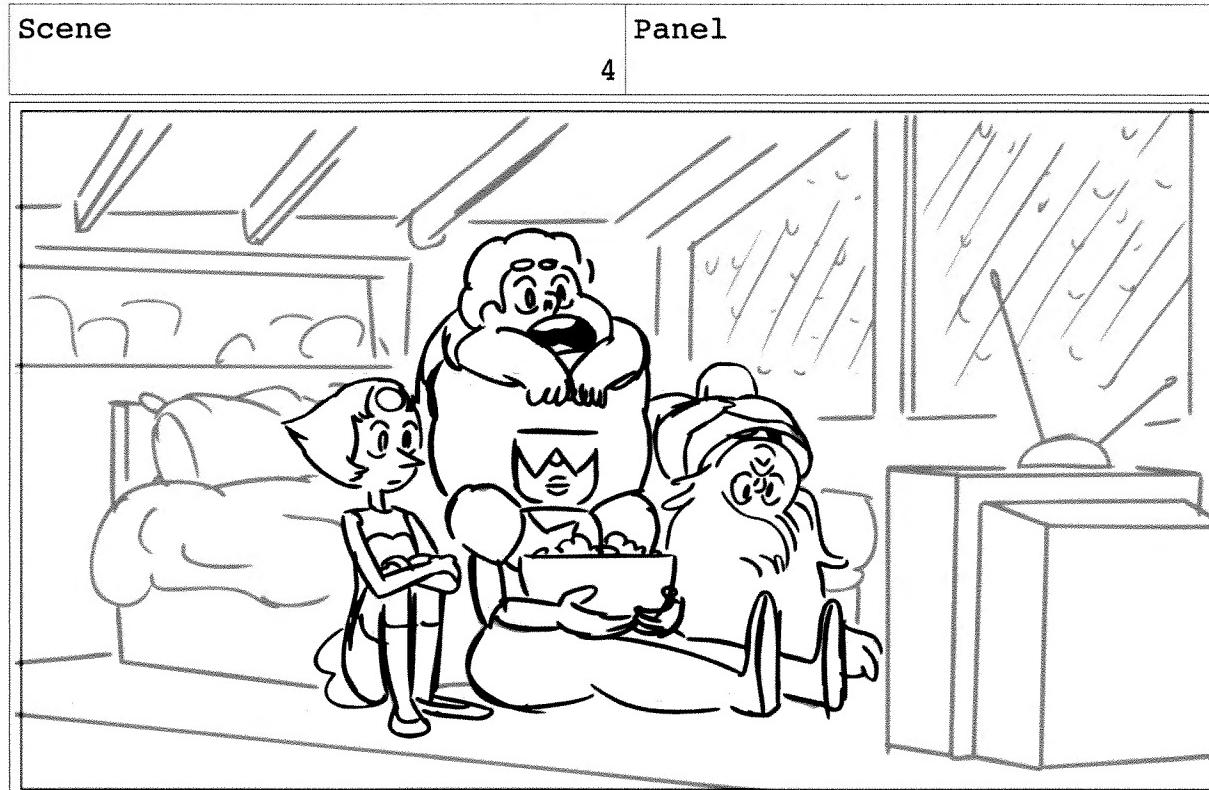
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Dialogue

STEVEN: Ooooh Lonely Blade,

EVIL JANITOR (Offscreen): Hahahaha Sono Toori Da!

Action Notes

Rain splatters on the window.

Slugging

2.03

Dialogue

STEVEN: ...you so lonely.

EVIL JANITOR (Offscreen): Hahahaha Sono Toori Da!

Slugging

2.00

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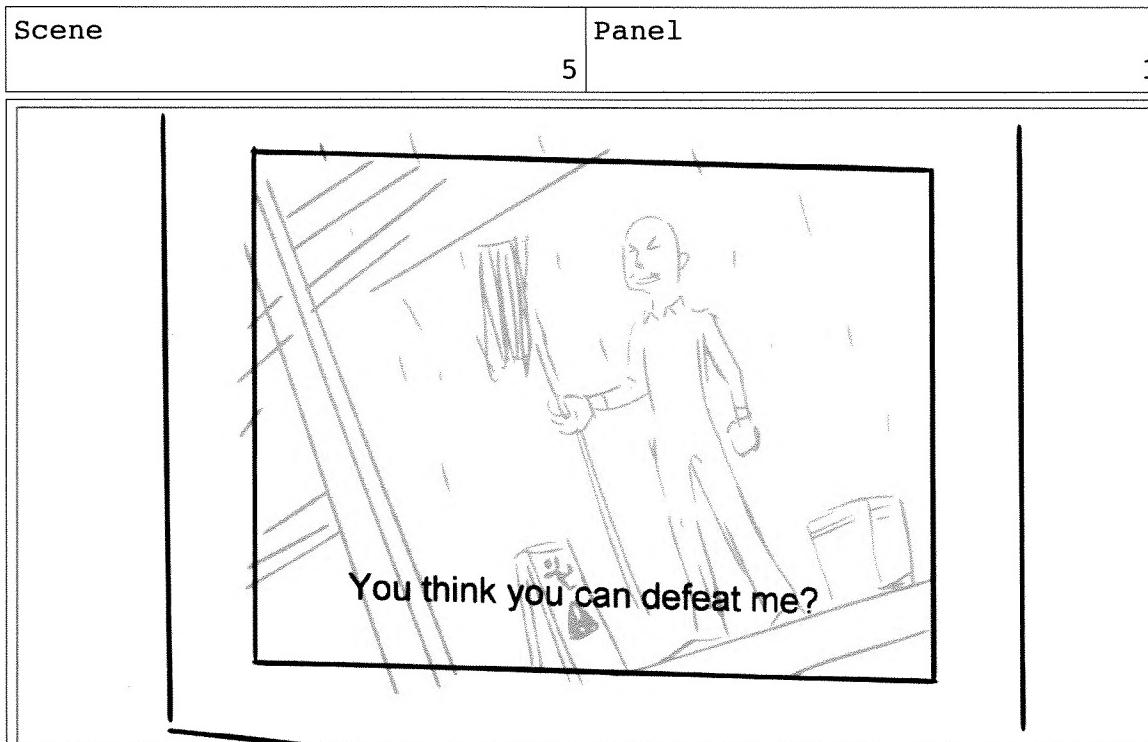
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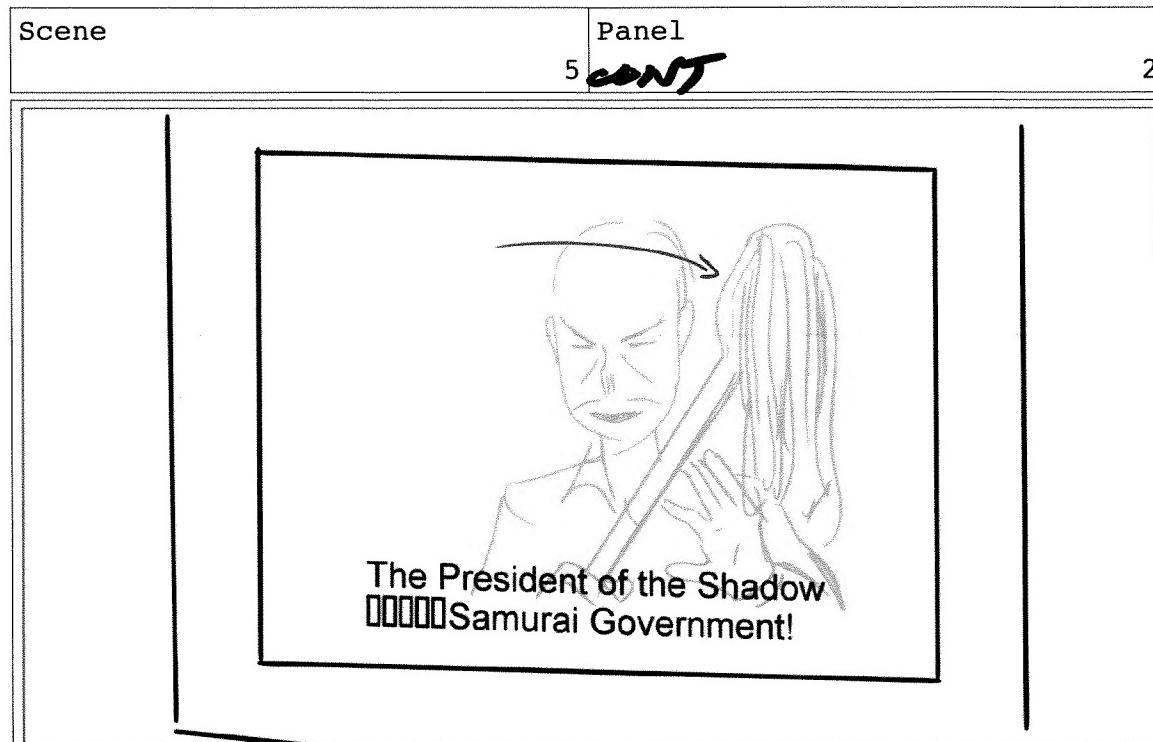
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Dialogue
EVIL JANITOR: Kisamagotokini Kagemushano
"You think you can defeat me?"

Slugging
3.00



Dialogue
EVIL JANITOR: Tanchoudearu Oresamaga Taoserutodemo Omounoka?
"The President of the Shadow Samurai Goverment."

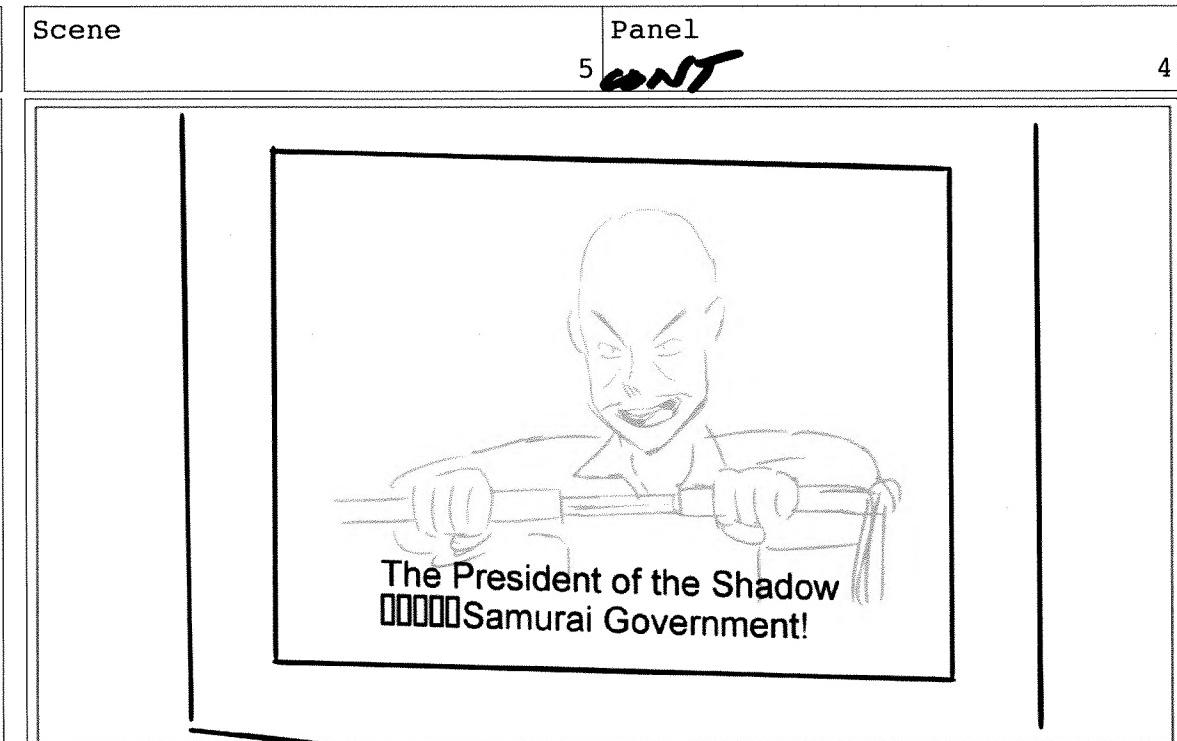
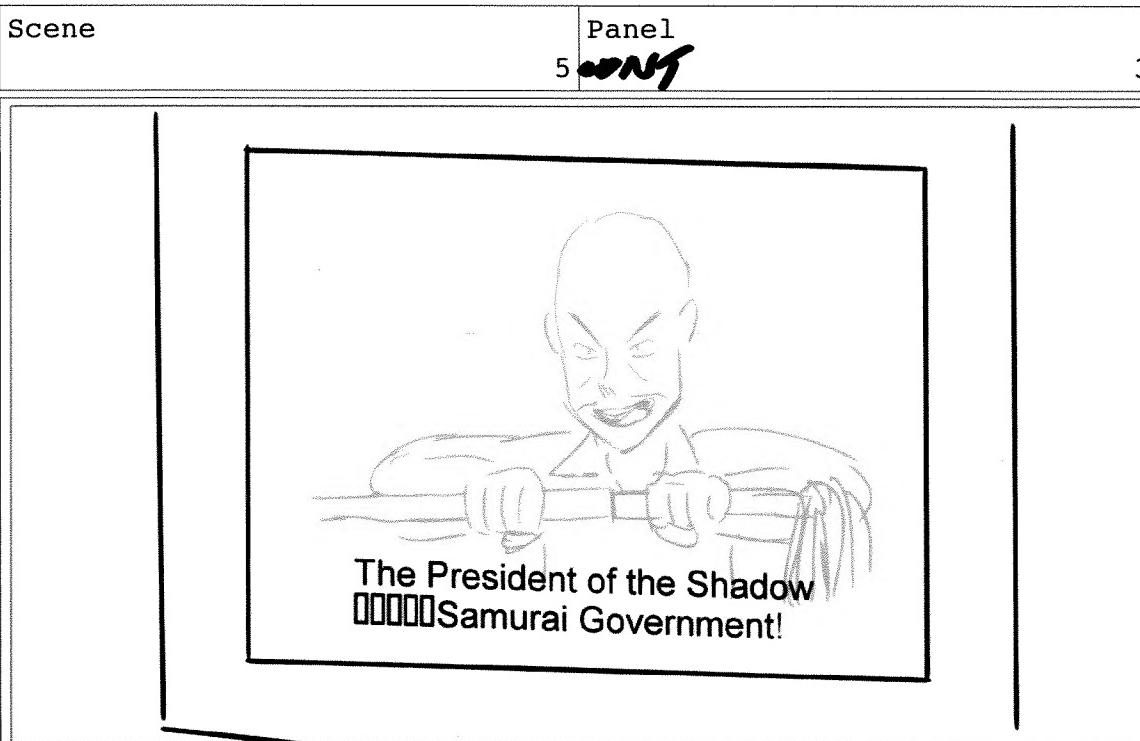
Action Notes
Evil Janitor swings broom from screen left towards right.

Slugging
1.00

Notes
H.U. pose to previous scene.

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Action Notes
Evil Janitor starts to pull the broom stick apart.

Slugging
2.06

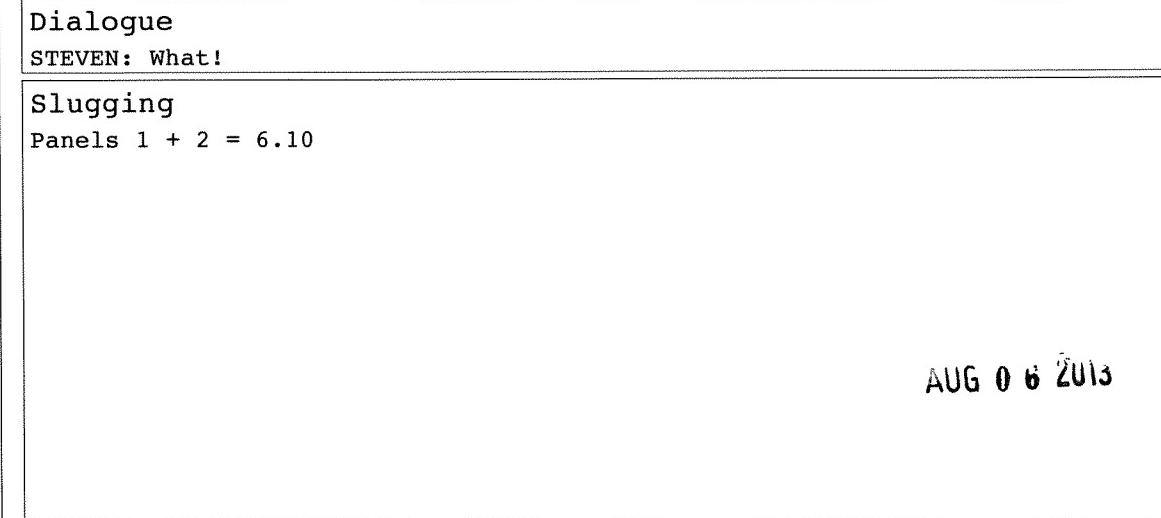
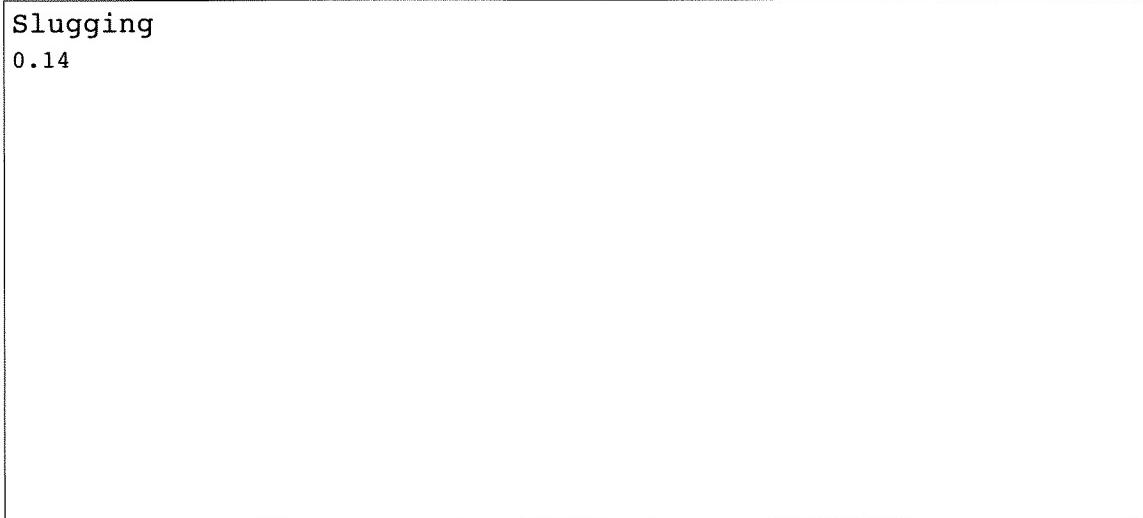
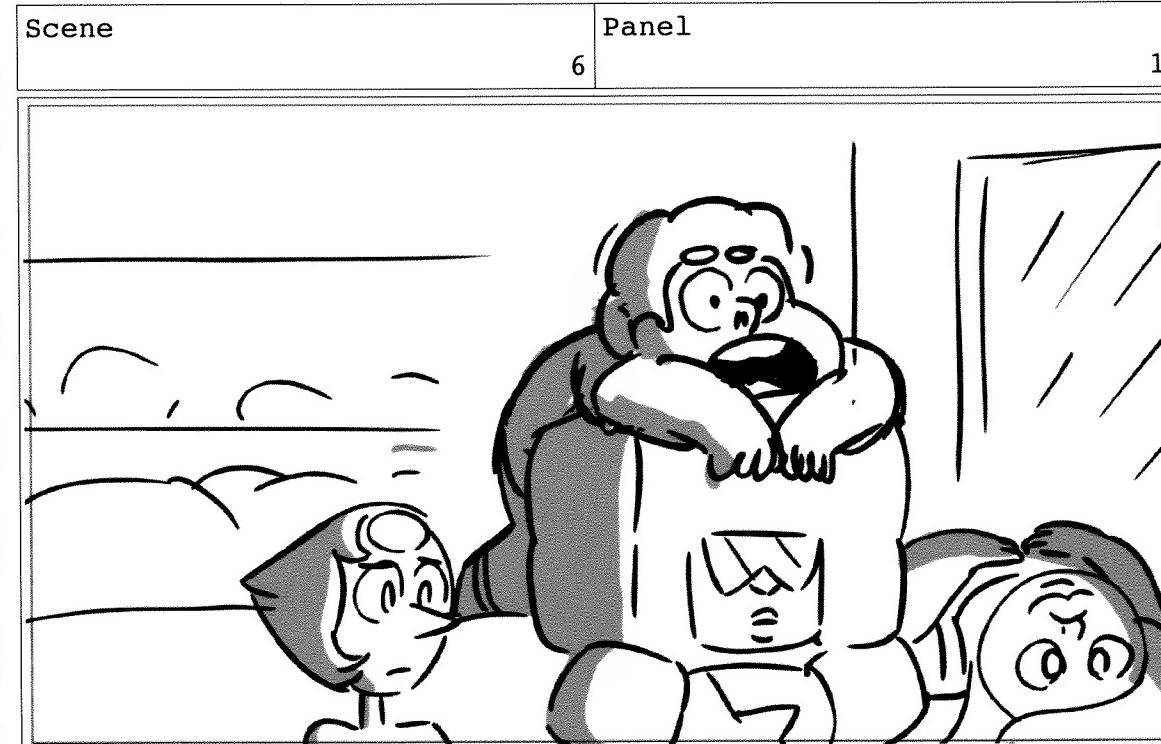
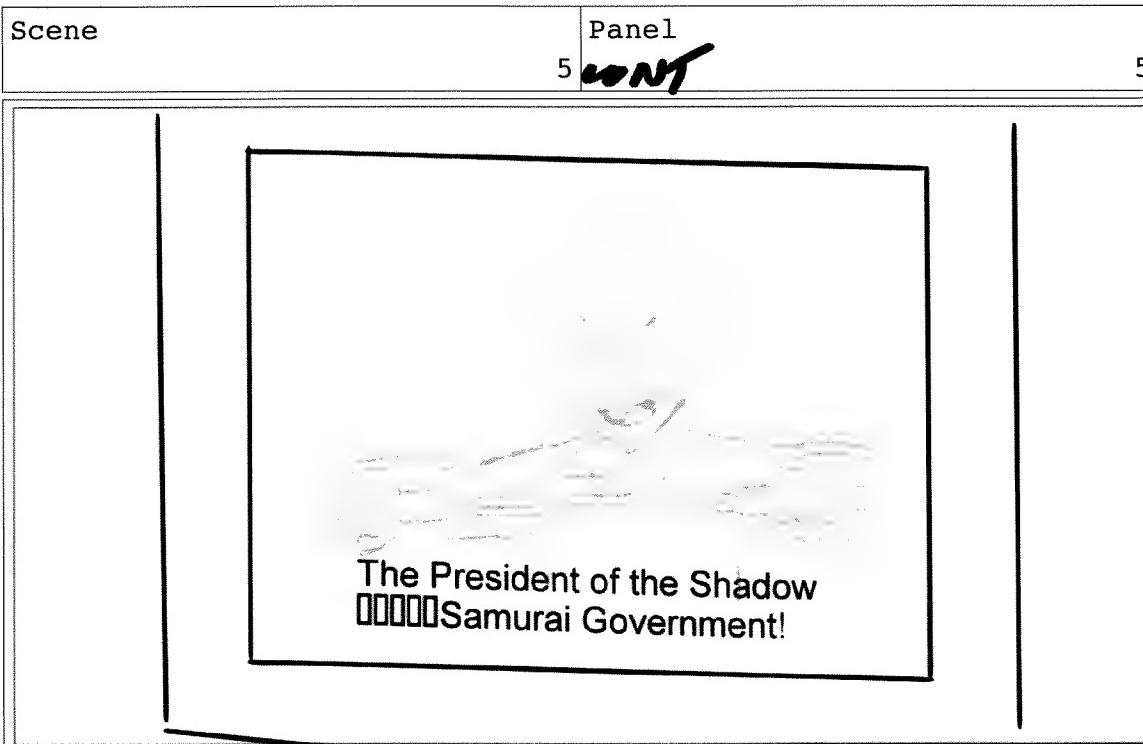
Action Notes
Evil Janitor unsheathes his mop sword!

Slugging
0.07

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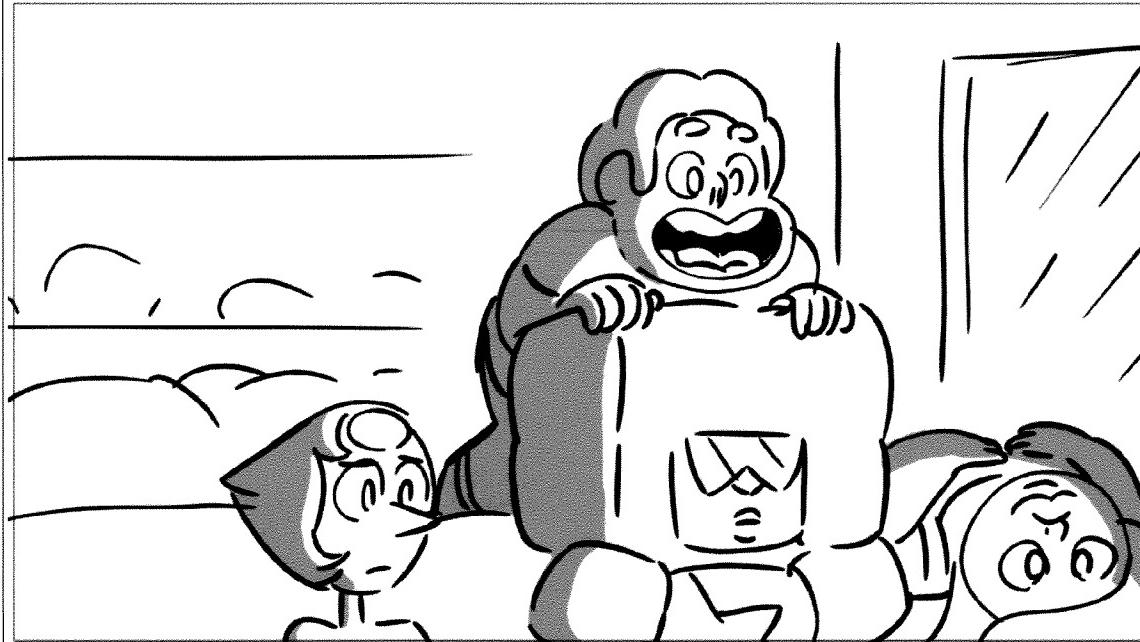
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Scene

6 Panel
cont

2



Dialogue

STEVEN: The Janitor is the evil samurai president?

Scene

6 Panel
cont

3



Dialogue

STEVEN: That's Bananas!

Action Notes

Steven slumps down on Garnet's hair, Pearl looks up him.

Slugging

2.01

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Dialogue
PEARL: Oh come on it was so obvious!

Action Notes
Camera ADJ SW towards Pearl.

Slugging
ADJ: 0.05
Then HOLD: 3.01

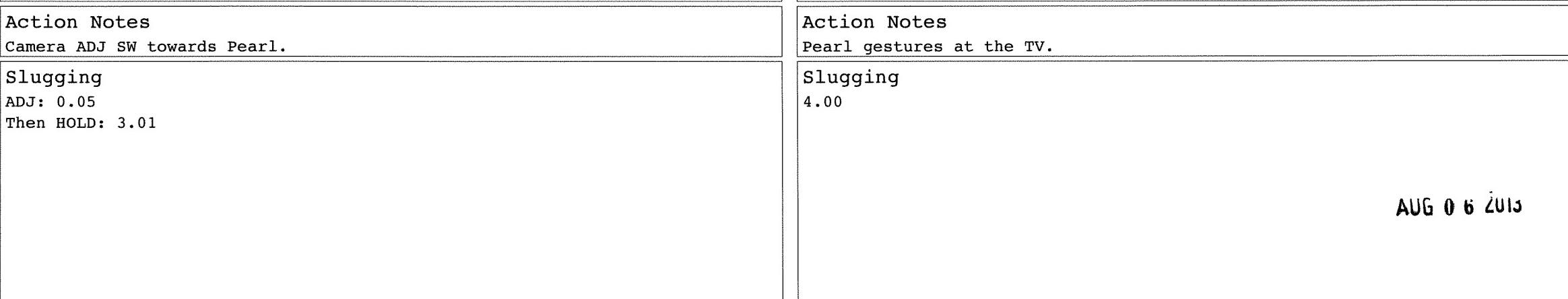


Dialogue
PEARL: He's been mopping in the background of every fight scene!

Action Notes
Pearl gestures at the TV.

Slugging
4.00

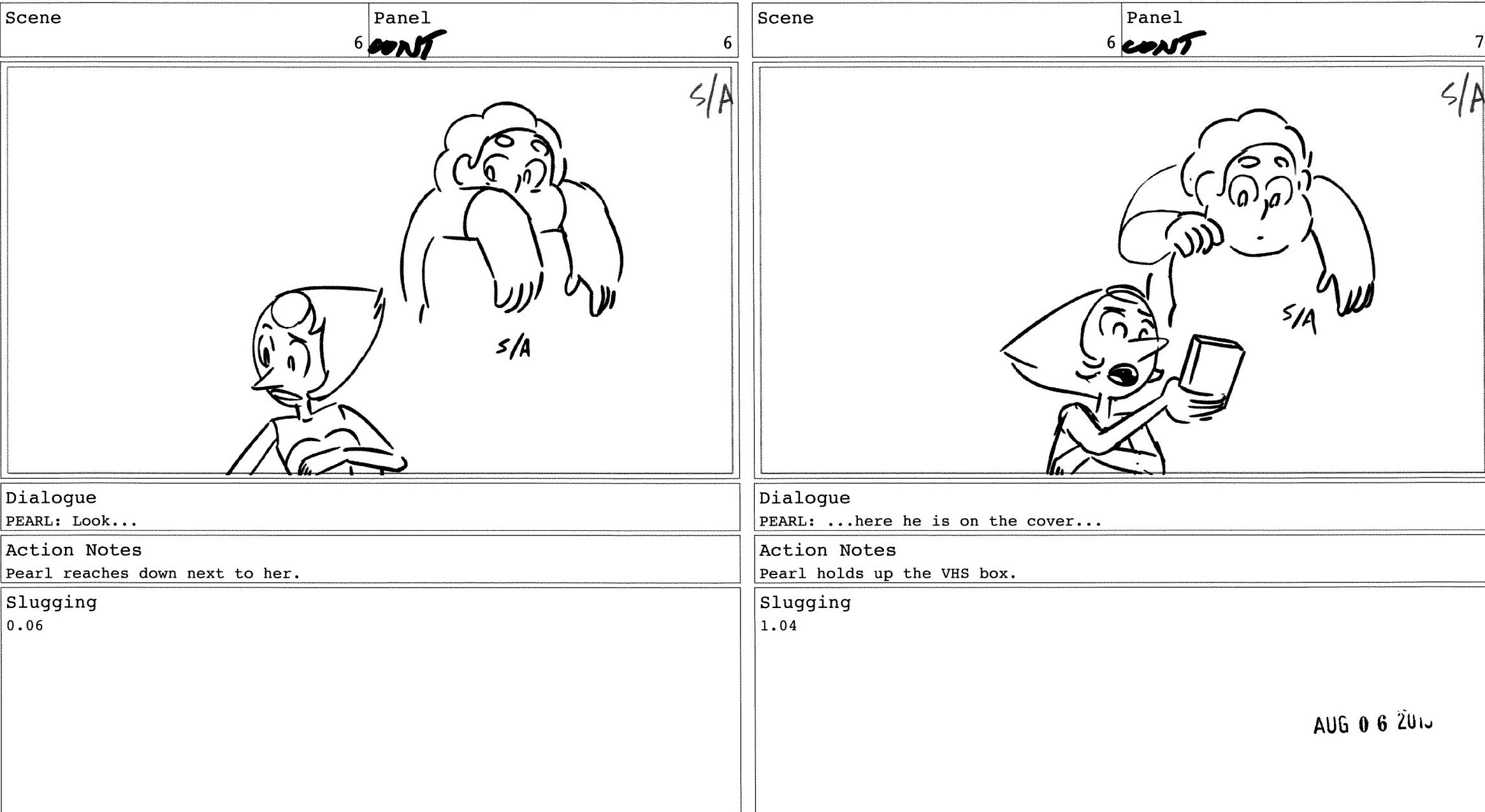
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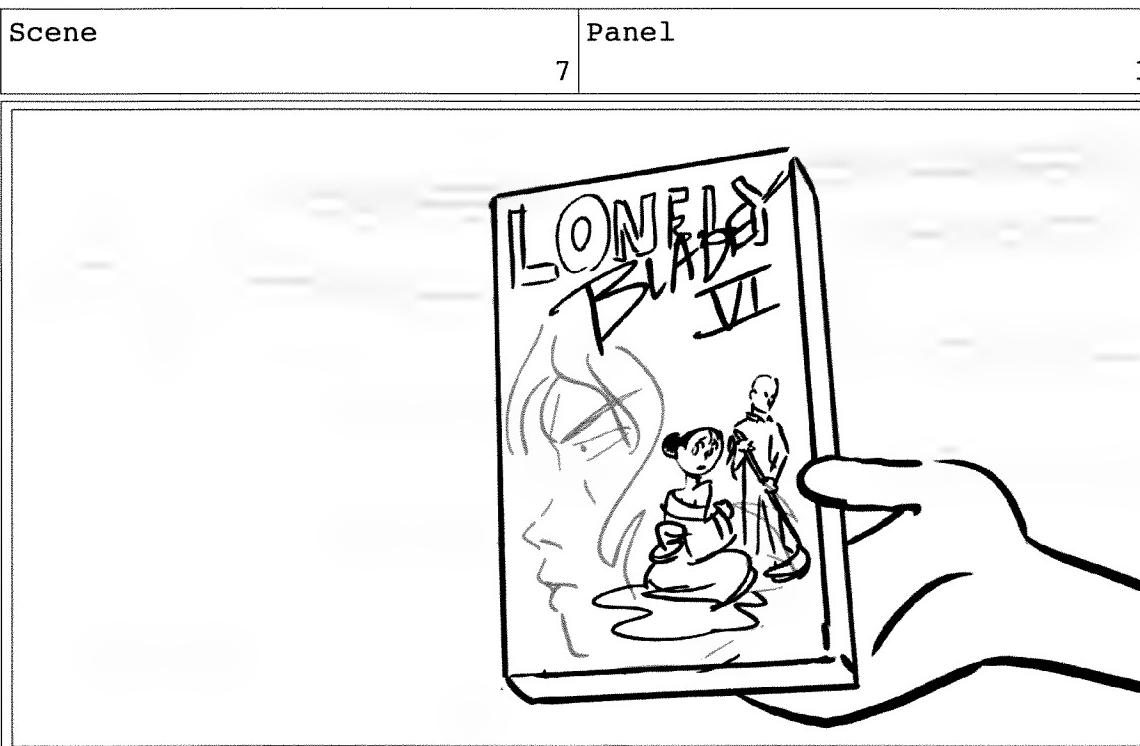


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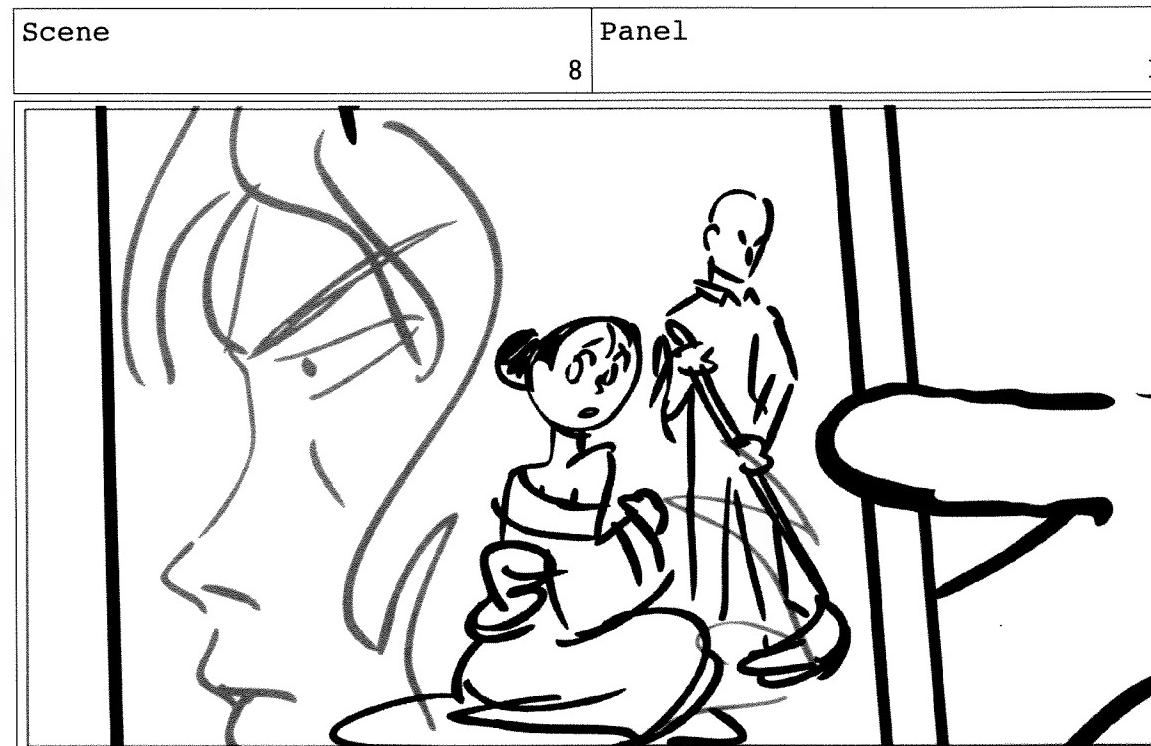
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Dialogue
PEARL: ...of the box!

Slugging
1.04

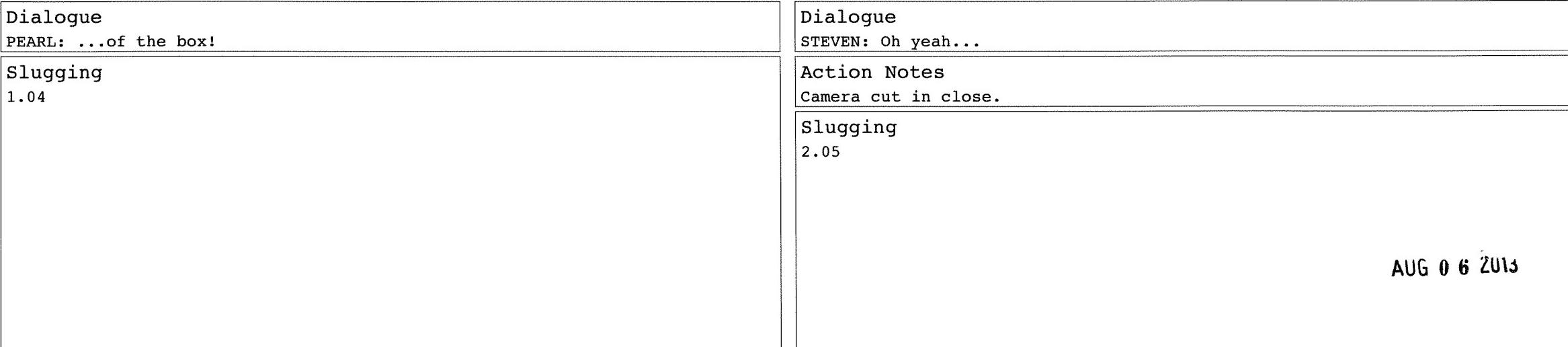


Dialogue
STEVEN: Oh yeah...

Action Notes
Camera cut in close.

Slugging
2.05

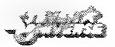
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Scene 9 Panel 1



Scene 9 Panel 2 cont



Dialogue
LB: Mondoumuyou!
"For my honor and for my brother"

Action Notes
Rain is falling.

Slugging
0.14

Slugging
1.00

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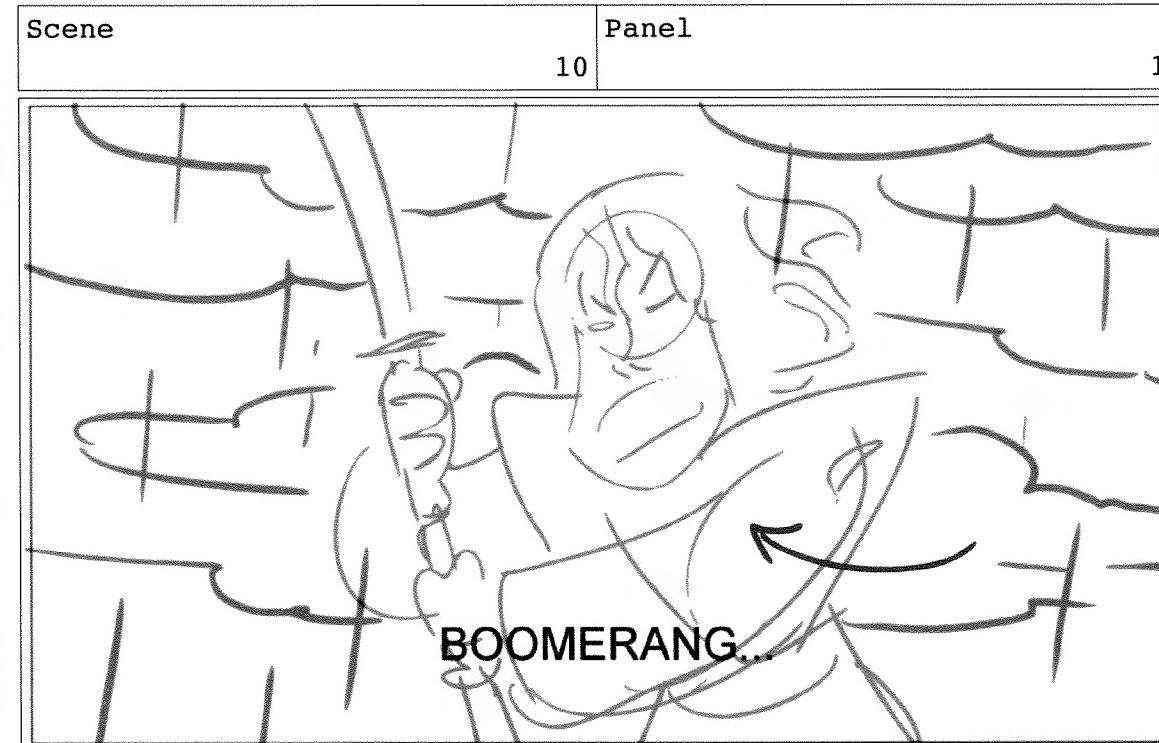
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Dialogue
"I will strike you down."

Action Notes
Lonely blade connects his swords at the hilt.

Slugging
0.15



Dialogue
LB: Kaitenkenbu!
"Boomerang..."

Action Notes
Rain is falling in BG.

Slugging
4.00

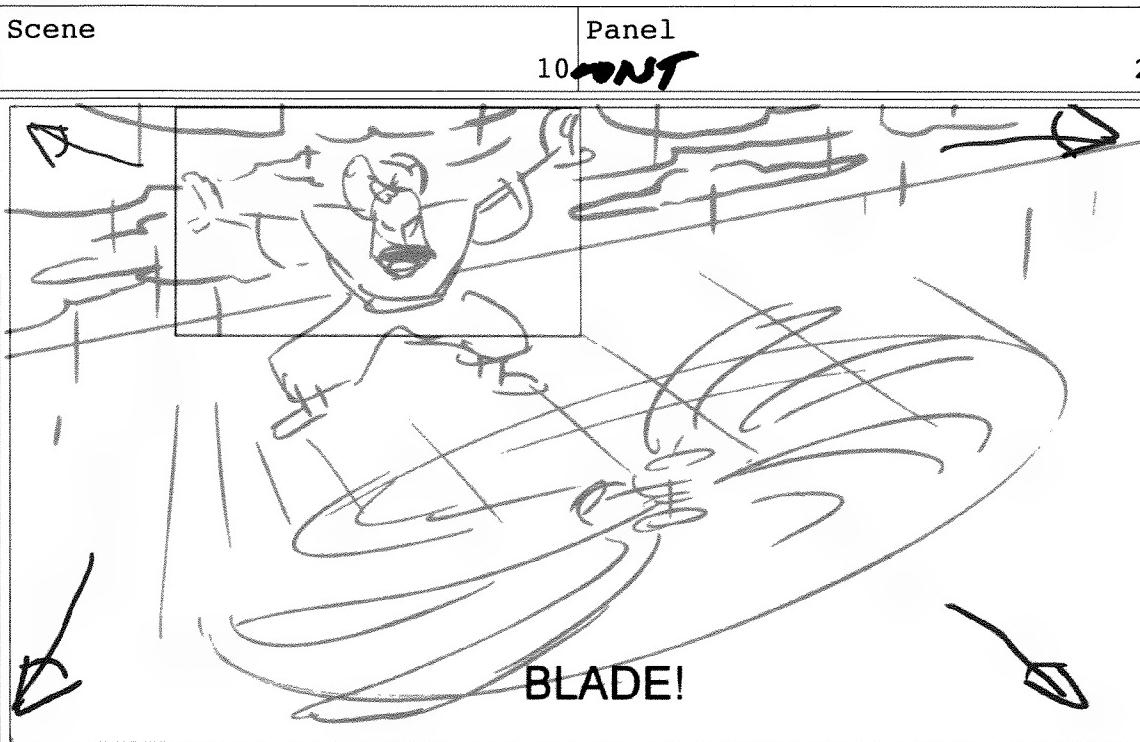
Notes
H.U. to previous scene.

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Dialogue

LB: HAAAA!
"BLADE!"

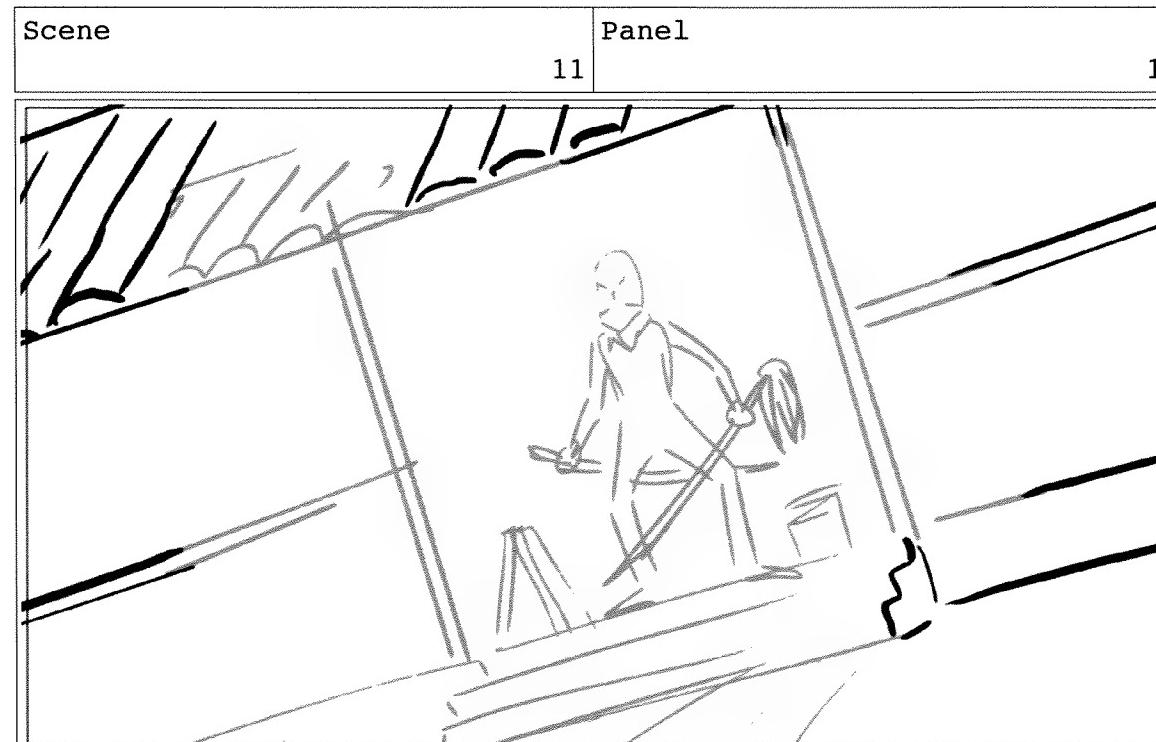
Action Notes

LB throws the combined blades.

Camera ADJ - pull back with spinning blades.

Slugging

ADJ: 0.05
Then HOLD: 1.05



Action Notes

Rain is falling.

Slugging

0.04

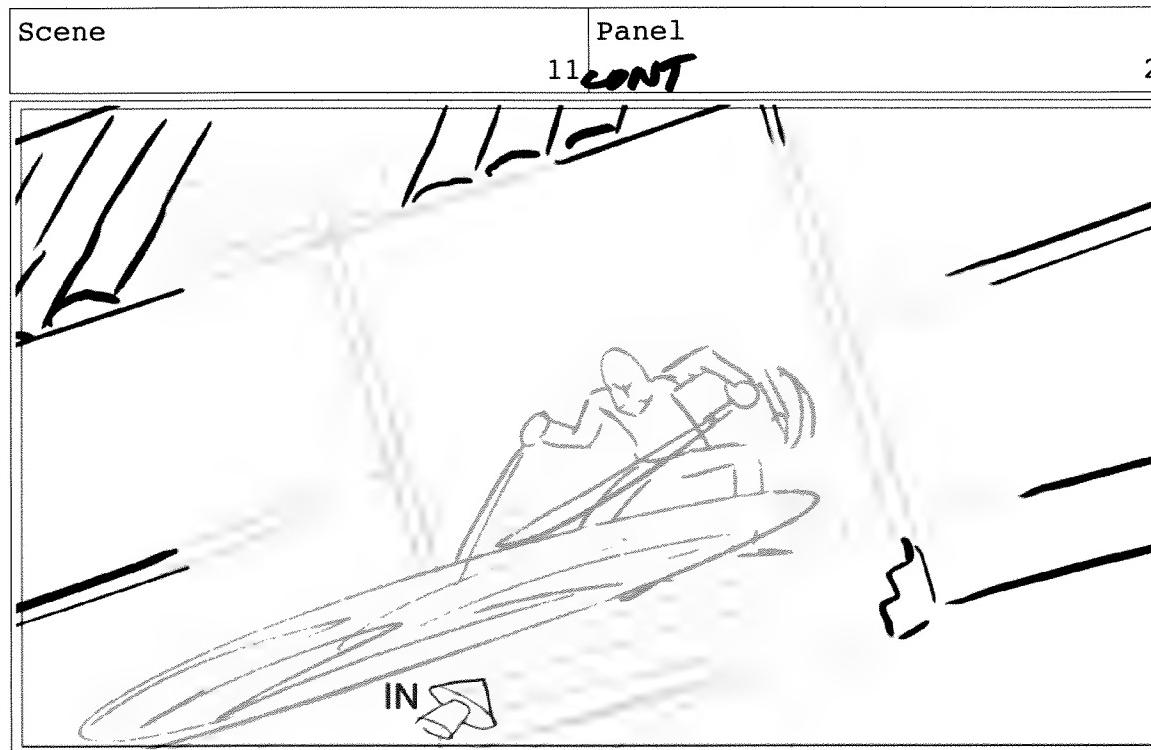
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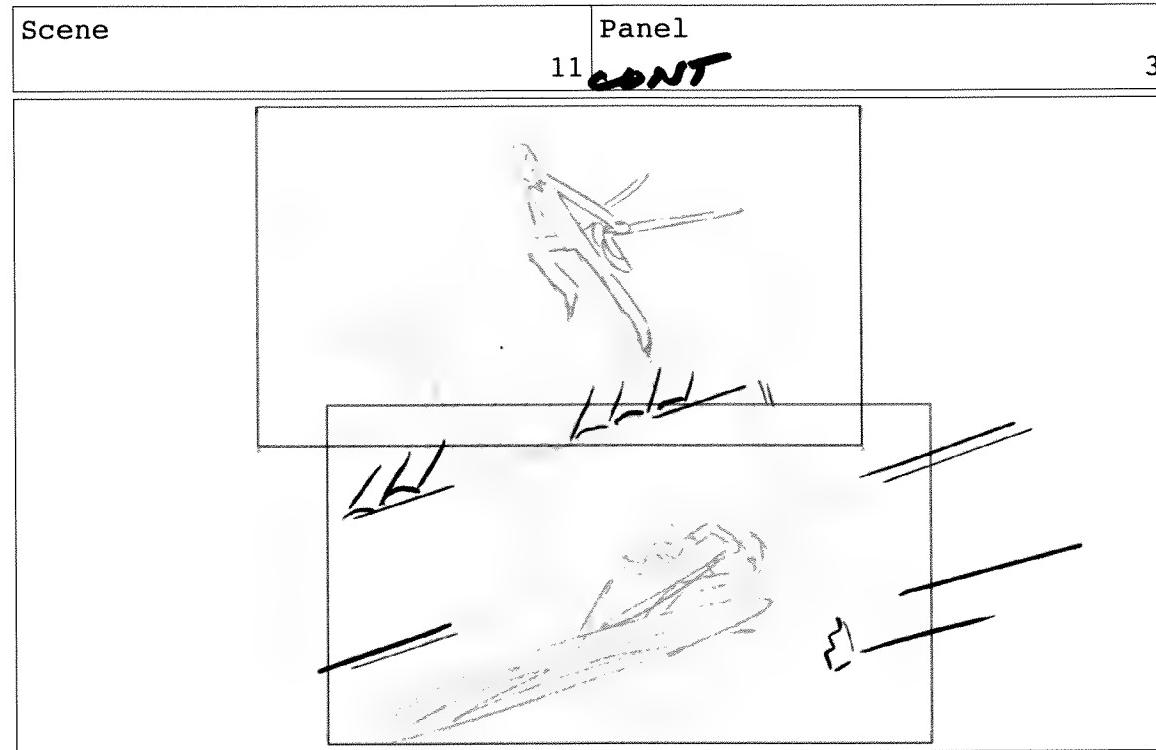
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**Action Notes**

boomerang blade flies IN towards the evil janitor.

Slugging

0.04

**Action Notes**

Evil janitor jumps into the air, camera ADJ up NW to follow him up.

Slugging

ADJ: 0.06

Then HOLD: 0.12

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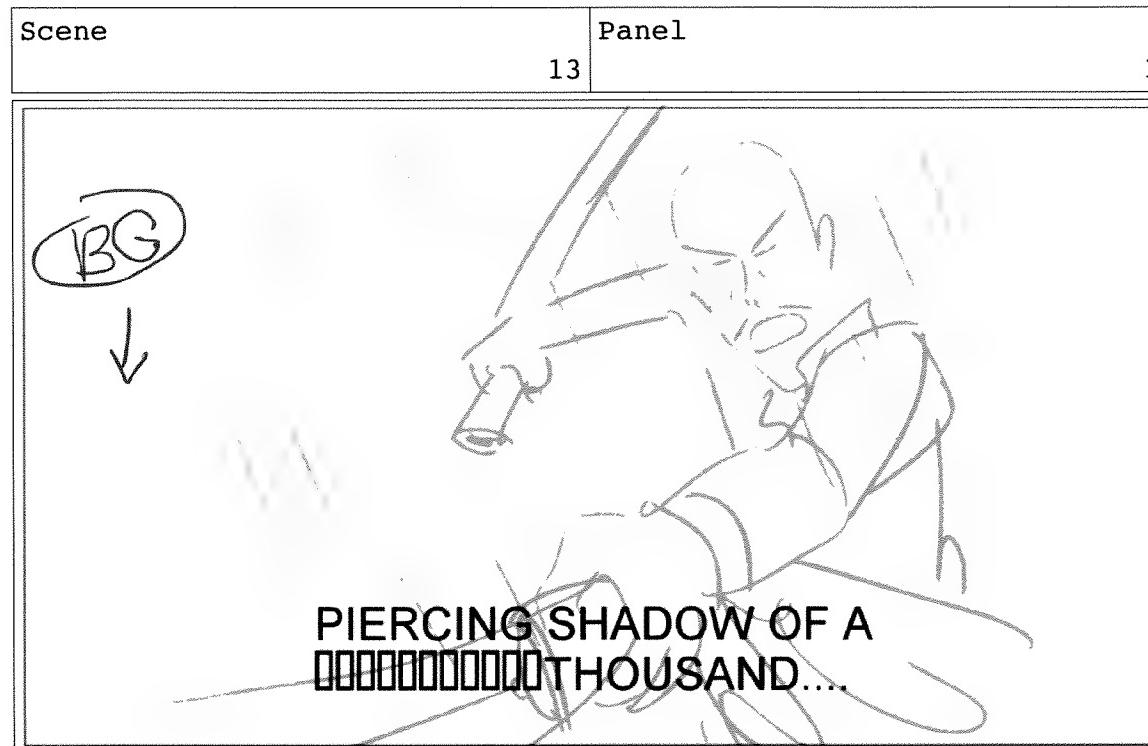
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Action Notes
lonely blade looks up.

Rain is falling.

Slugging
0.15



Dialogue
Evil Janitor: Kurugayoi...
"Piercing Shadow of a Thousand..."

Action Notes
BG pans down.

Rain is falling.

Slugging
2.00

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Dialogue
Evil Janitor: ...Shuntensatsu!
"...SCREAMS!"

Action Notes
BG pans down.

Rain is falling.

Slugging
3.01



Dialogue
STEVEN: Go Lonely Go!

Action Notes
We here sounds of fighting from the TV.

Amethyst shovels popcorn in her mouth.

Steven is shaking his arms with excitement.

Slugging
Panels 1 + 2 = 4.13

Notes
Need -SP- for Amethyst.

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Steven The Sword Fighter

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Dialogue

STEVEN: Do the boomerang blade again!

Action Notes

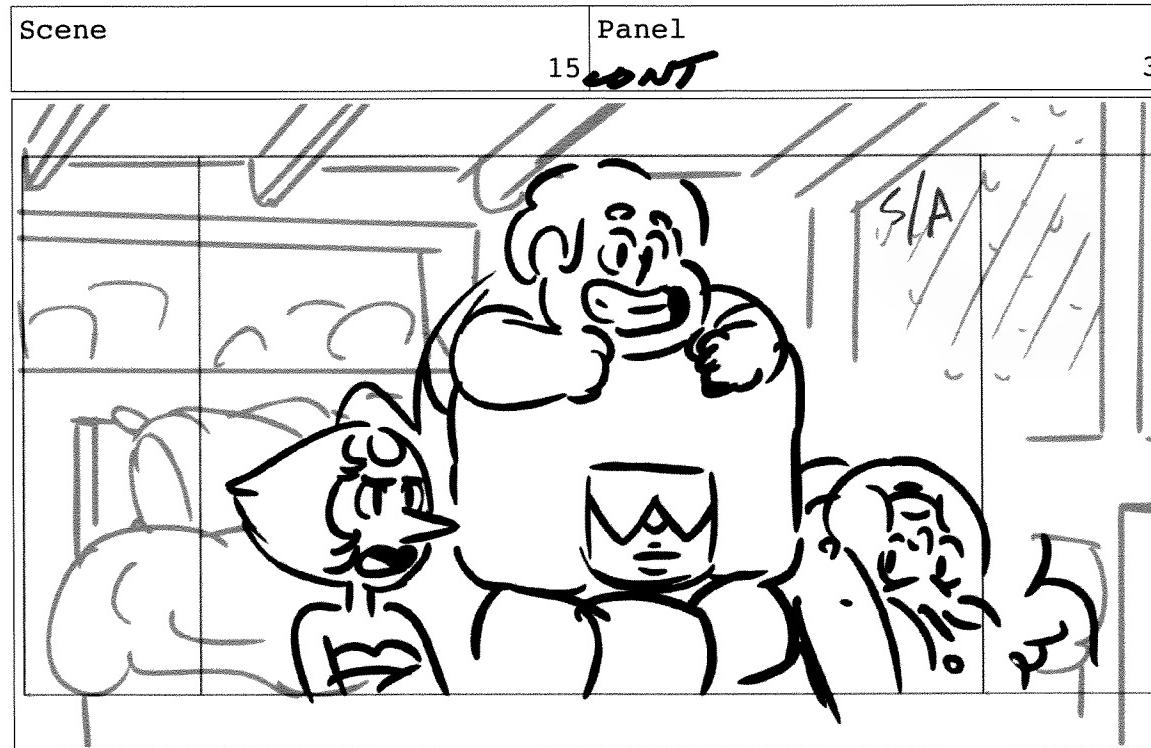
We here sounds of fighting from the TV.

Amethyst shovels popcorn in her mouth.

Steven is shaking his arms with excitement.

Notes

Need -SP- for Amethyst.



Dialogue

PEARL: Oh come on, this is ridiculous!

Action Notes

Camera ADJ W - screen left.

Amethyst looks at Pearl.

Slugging

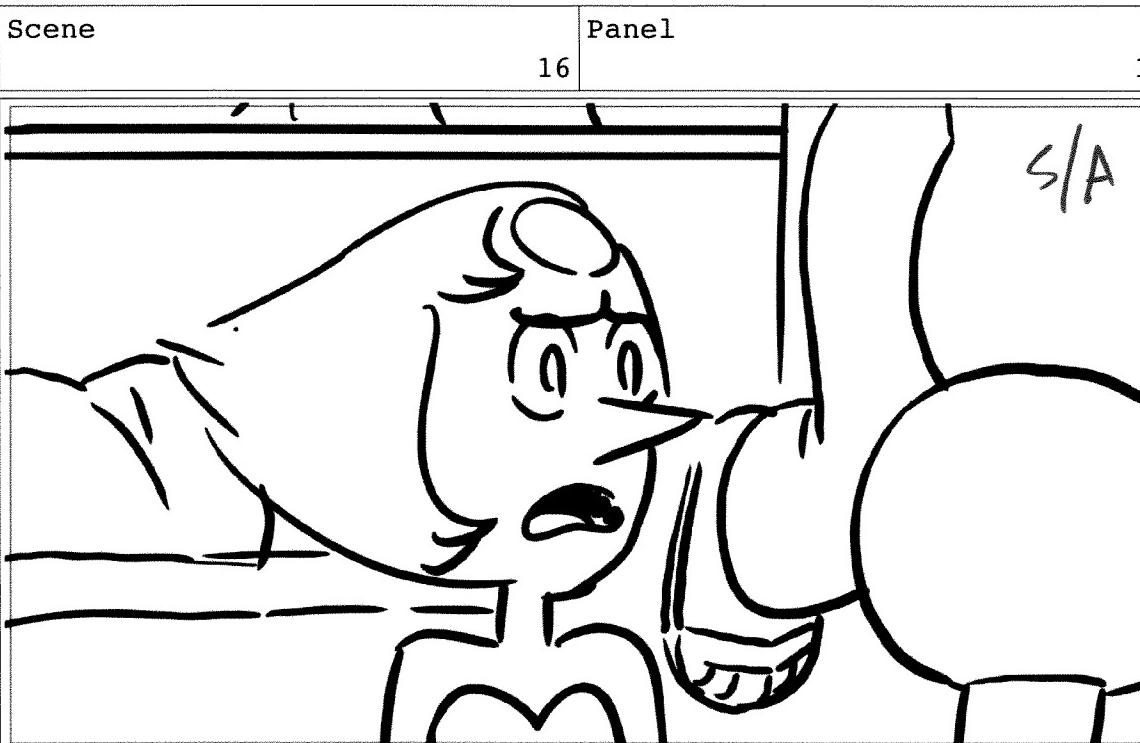
ADJ: 1.03

Then HOLD: 2.08

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Dialogue
PEARL: Just...

Slugging
0.09

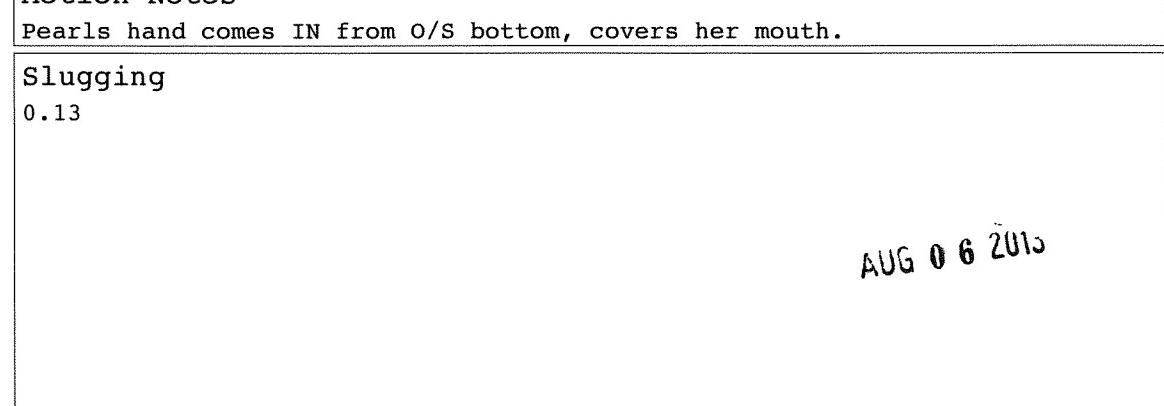


Dialogue
PEARL: ...look at their...

Action Notes
Pearl's hand comes IN from O/S bottom, covers her mouth.

Slugging
0.13

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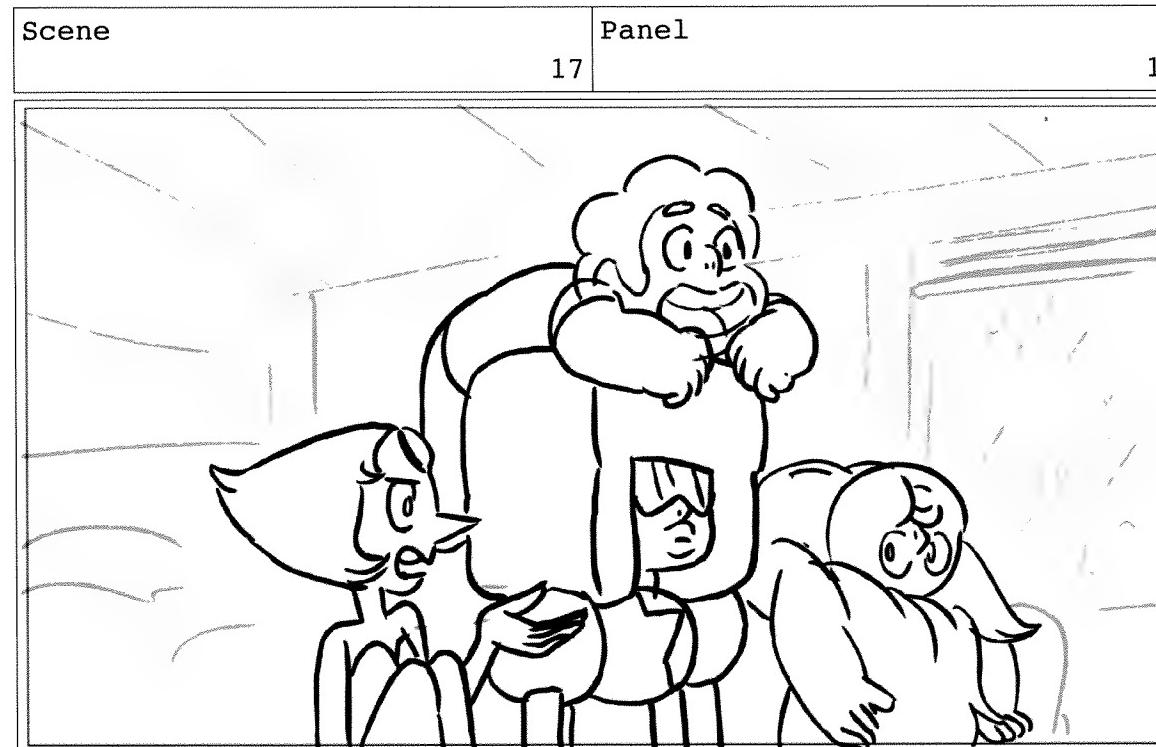


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Dialogue
PEARL: ...form! This is nothing like real sword fighting!

Slugging
5.03



Action Notes
Amethyst and Garnet turn and shush Pearl.

Steven is still looking at the TV O/S.

Slugging
Panels 1 + 2 = 1.11

Notes
H.U. Pearl to previous scene.
Need -SP- for all.

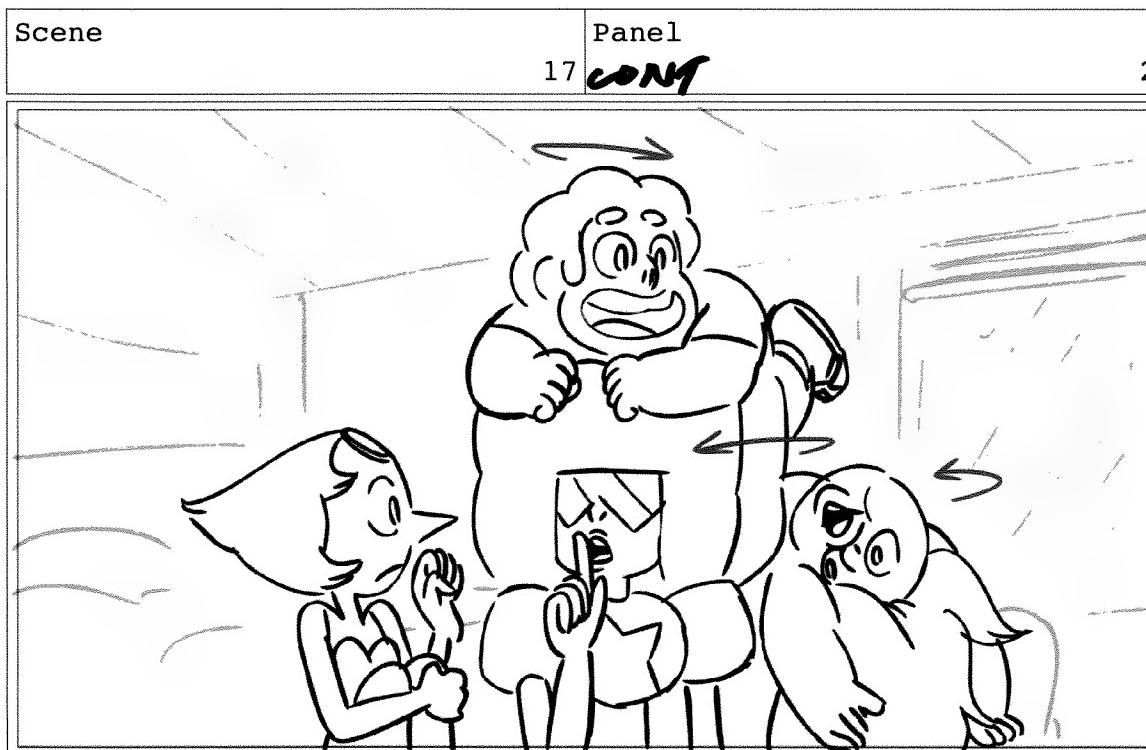
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**Dialogue**

GARNET+AMETHYST: SHHHHHHHHHH!!

Action Notes

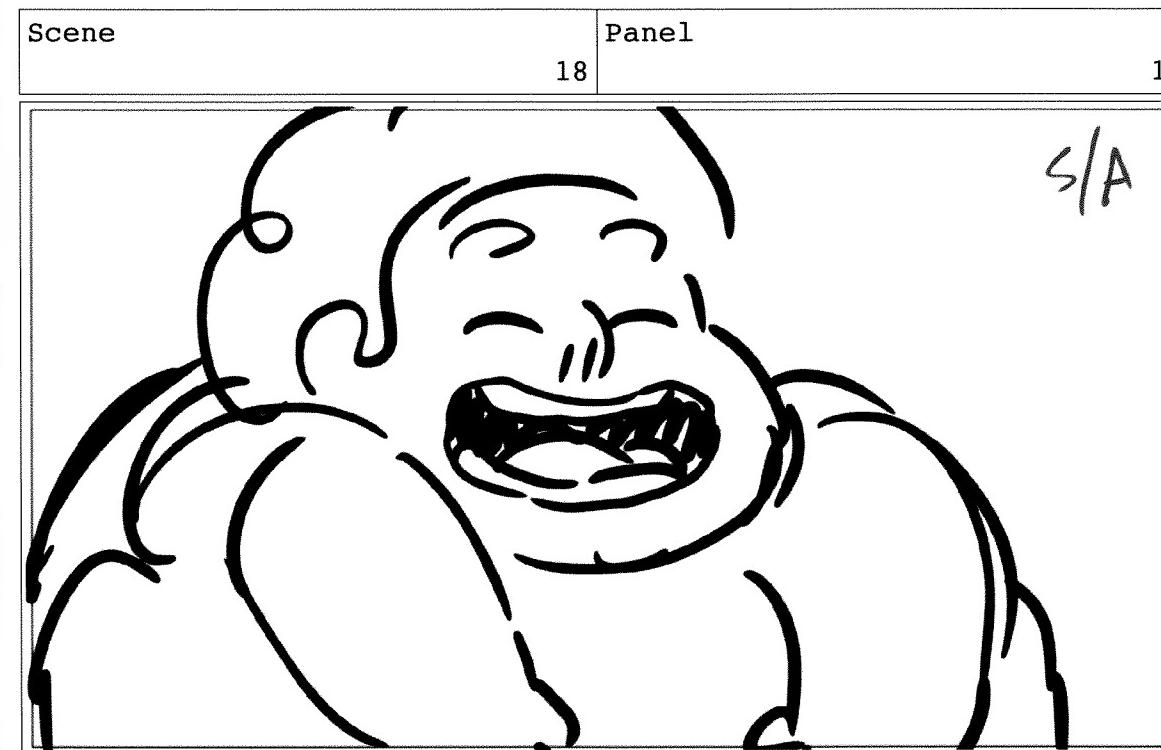
Amethyst and Garnet turn and shush Pearl.

Steven is still looking at the TV O/S.

Notes

H.U. Pearl to previous scene.

Need -SP- for all.

**Dialogue**

STEVEN: hahaha!

Slugging

1.11

Notes

Need to H.U. Steven to previous scene. Steven should be looking over his left arm.

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**Dialogue**

STEVEN: It doesn't have to be realistic!

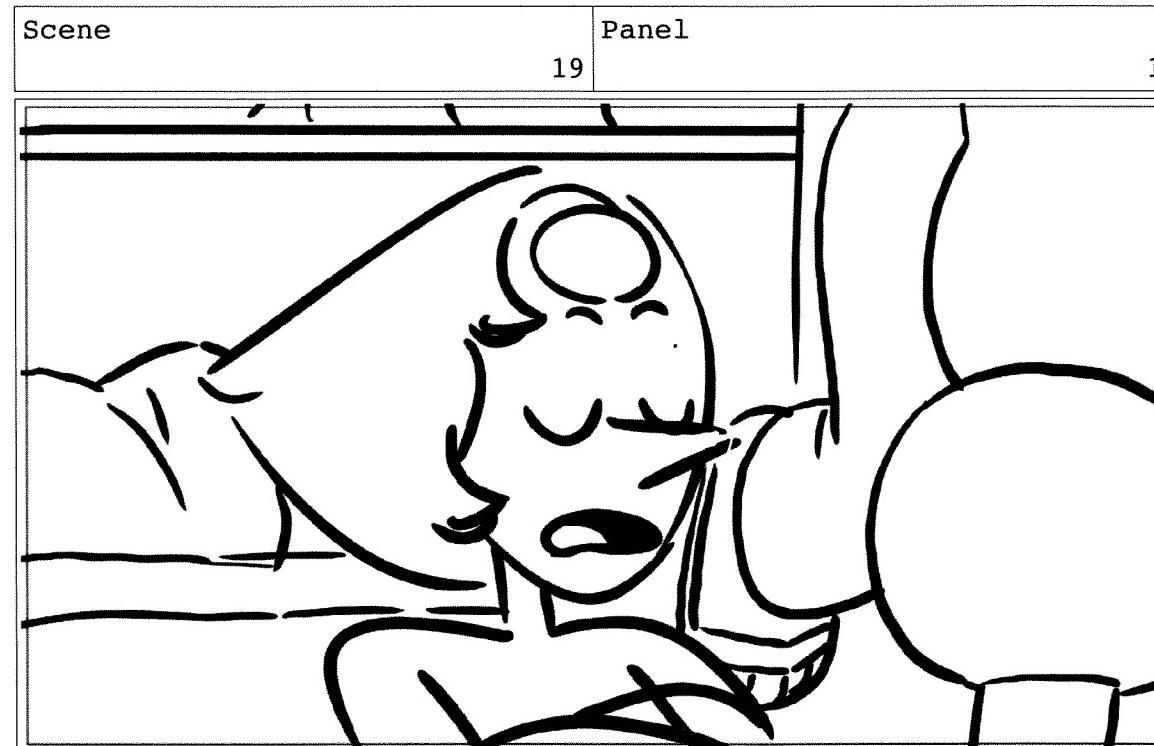
Action Notes

Steven is talking with his mouth full of popcorn.

Popcorn bits fall out of Steven's mouth.

Slugging

3.10

**Dialogue**

PEARL: Well if you ever want to see a demonstration of proper sword techniques, i'd be happy to show you.

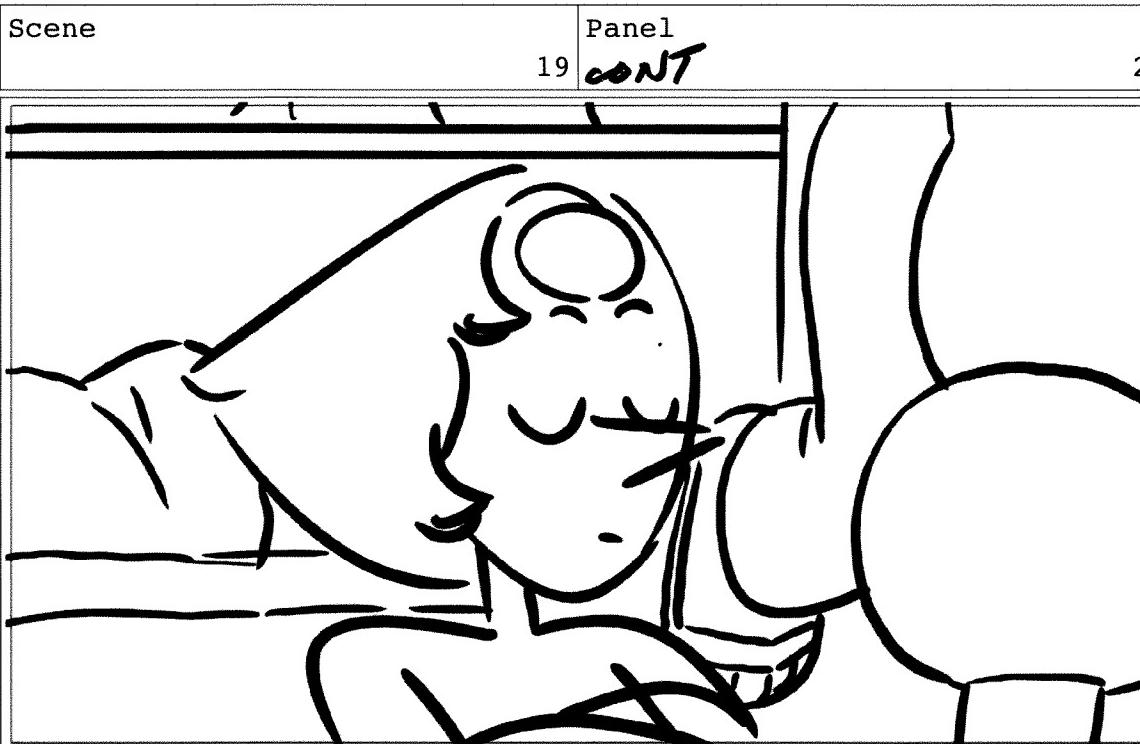
Slugging

7.06

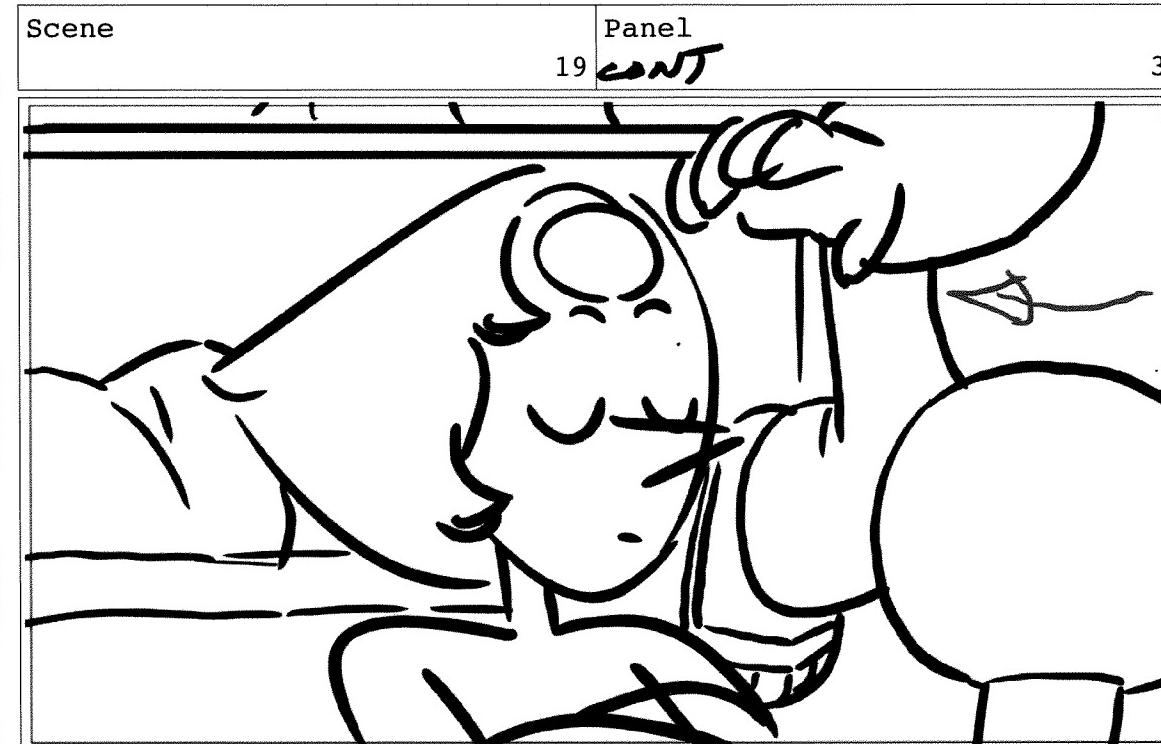
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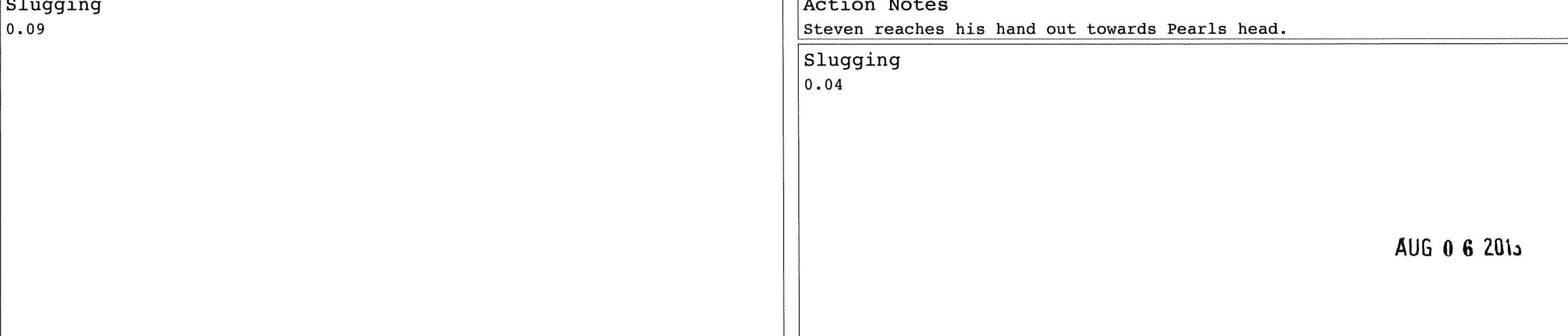
Slugging
0.09



Action Notes
Steven reaches his hand out towards Pearls head.

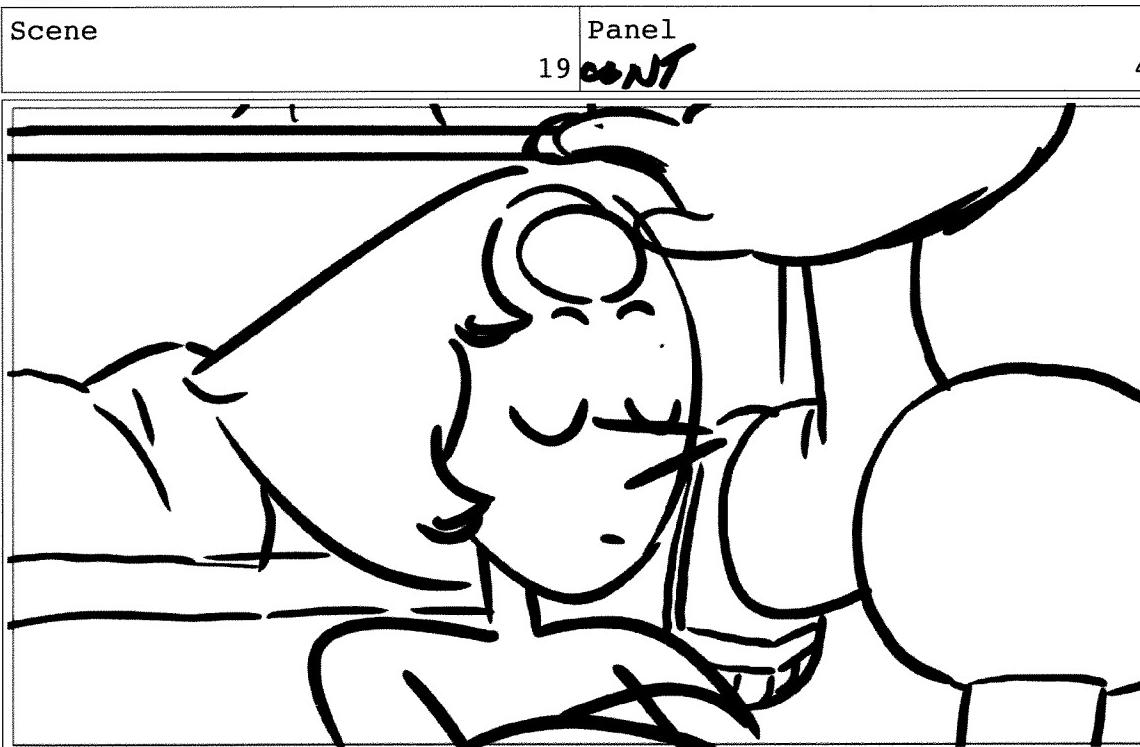
Slugging
0.04

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Slugging
0.04



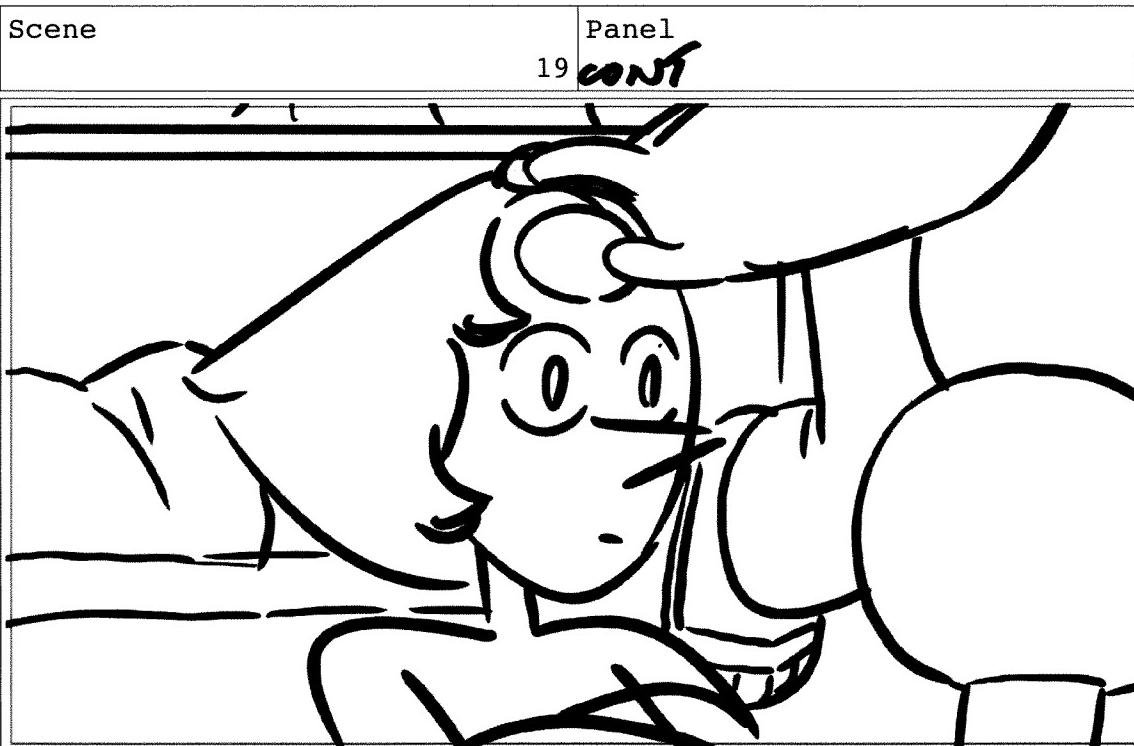
Action Notes
Steven pats Pearl on the head.

Slugging
0.06

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Action Notes
Pearl reacts to Steven's pat.

Slugging
1.02



Action Notes
Pearl looks at Steven O/S.

Steven's hand stays on Pearl's head.

Slugging
0.12

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Scene 20	Panel 1	 A black and white line drawing of Steven the sword fighter. He is shown from the waist up, wearing his signature white tunic and blue pants. His eyes are wide and bulging, with large pupils, giving him a "star-eyed" appearance. He has a slight smile and is looking towards the right. The background consists of simple diagonal lines suggesting a rocky or sandy surface.
Scene 21	Panel 1	 A black and white line drawing of Pearl the pearl. She is shown from the chest up, wearing her white pearl necklace. Her mouth is open in a surprised or shocked expression, with her tongue slightly out. Her eyes are wide and looking towards the left. The background is plain white.
Action Notes Steven looks *star eyed* at Pearl O/S.		Dialogue PEARL: Now?
Slugging 2.00		Slugging 1.10

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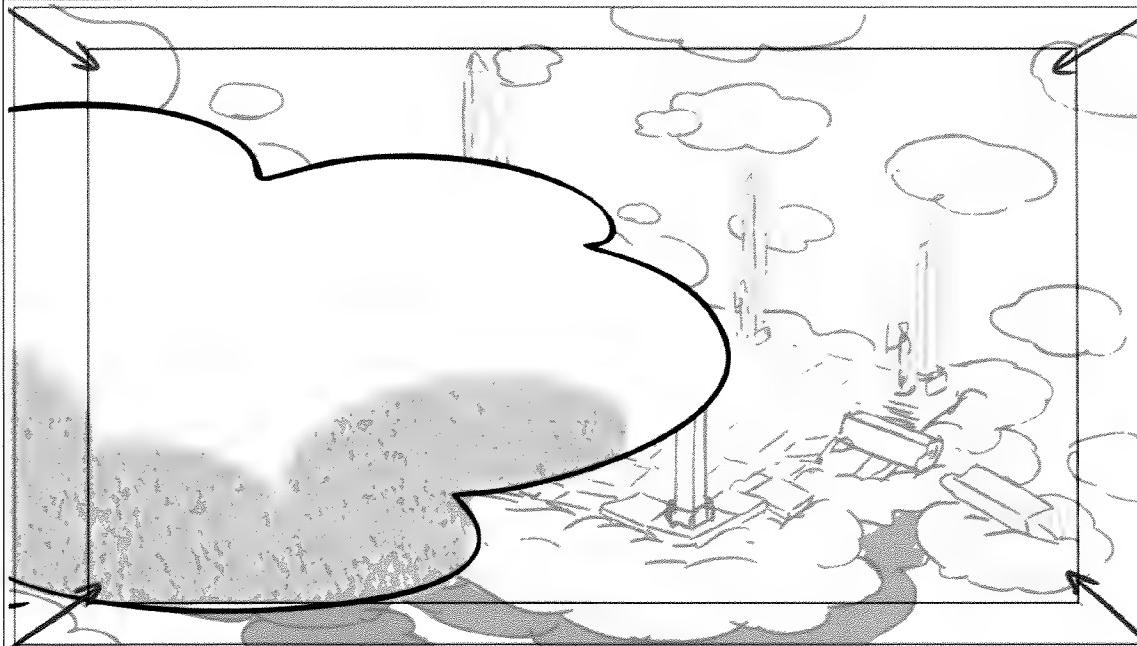
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Scene 22 Panel 1

**Action Notes**

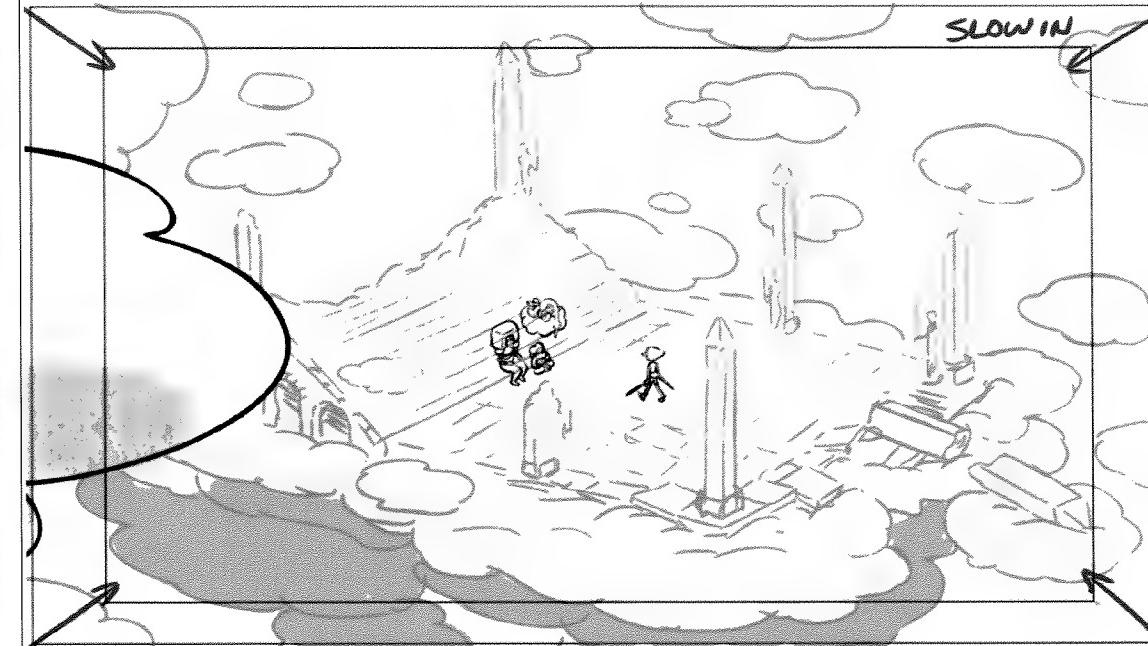
Clouds part.

Camera slow push IN through the scene.

Slugging

ADJ: 1.02

Scene 22 Panel 2 *cont*

**Action Notes**

Clouds part revealing Pearl walking towards Garnet, Steven and Amethyst.
Amethyst is sitting on a cloud.

Slugging

ADJ: 0.14

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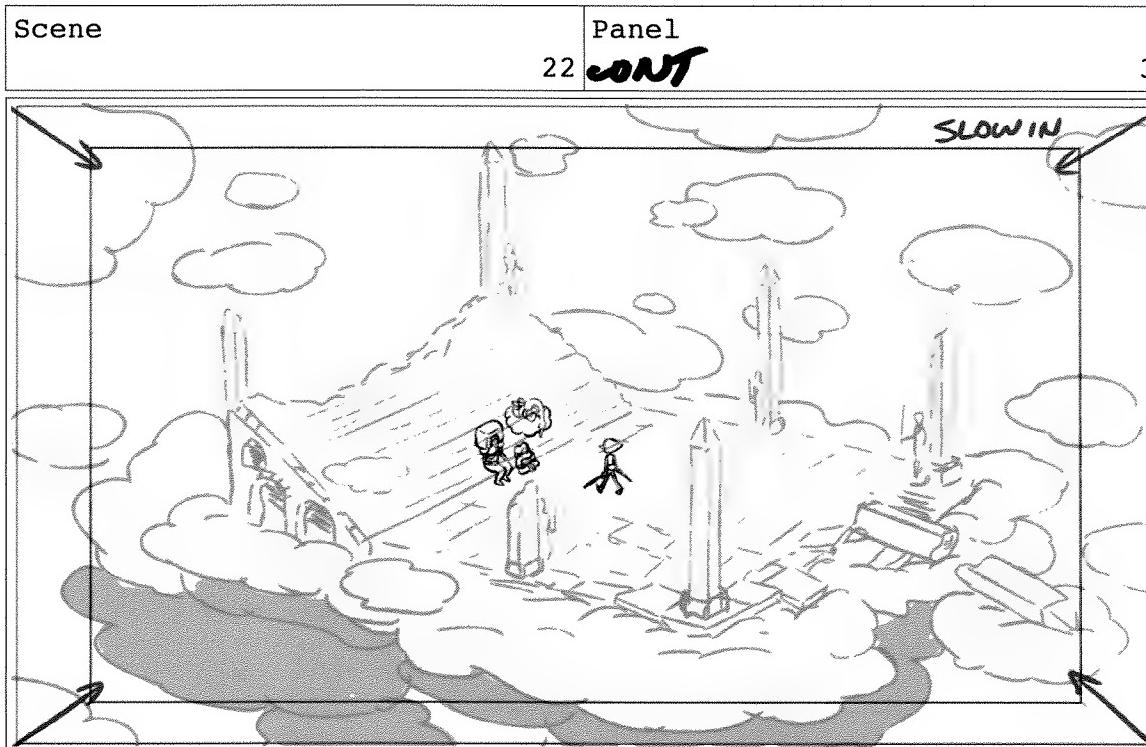
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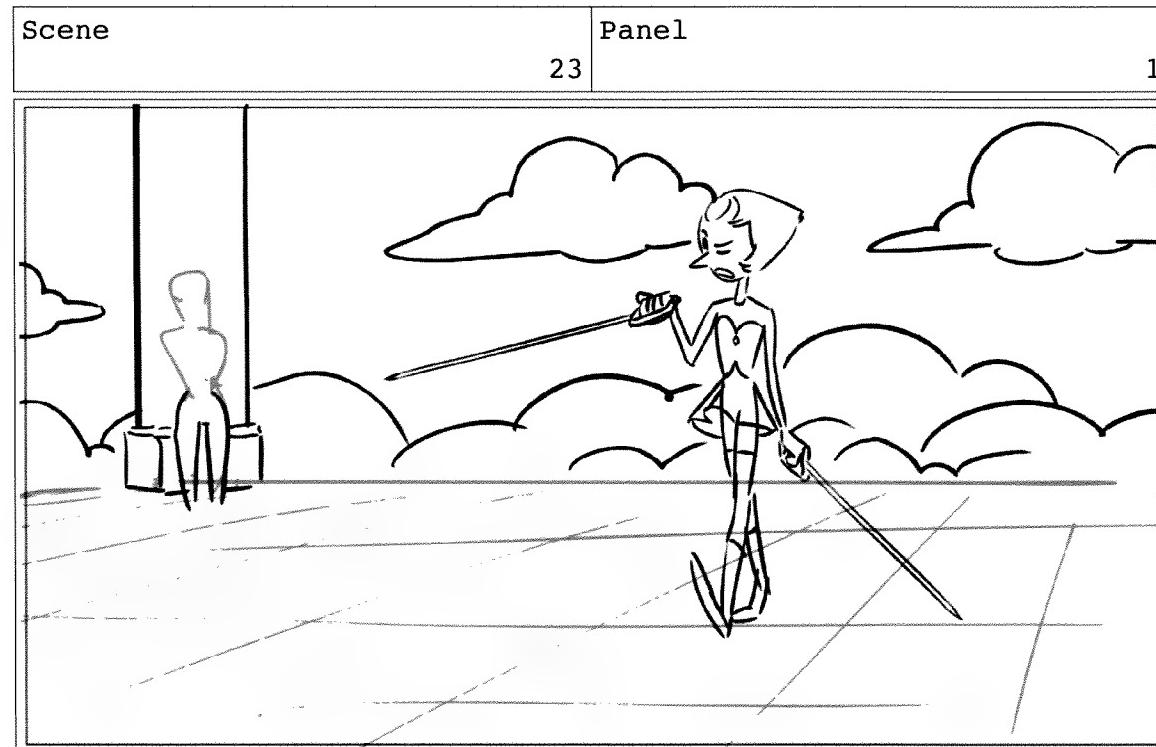
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Dialogue
PEARL: Alright...

Action Notes
Pearl walks towards the group.

Slugging
ADJ: 1.04



Dialogue
PEARL: ...in order...

Action Notes
Pearl is examining at her sword.

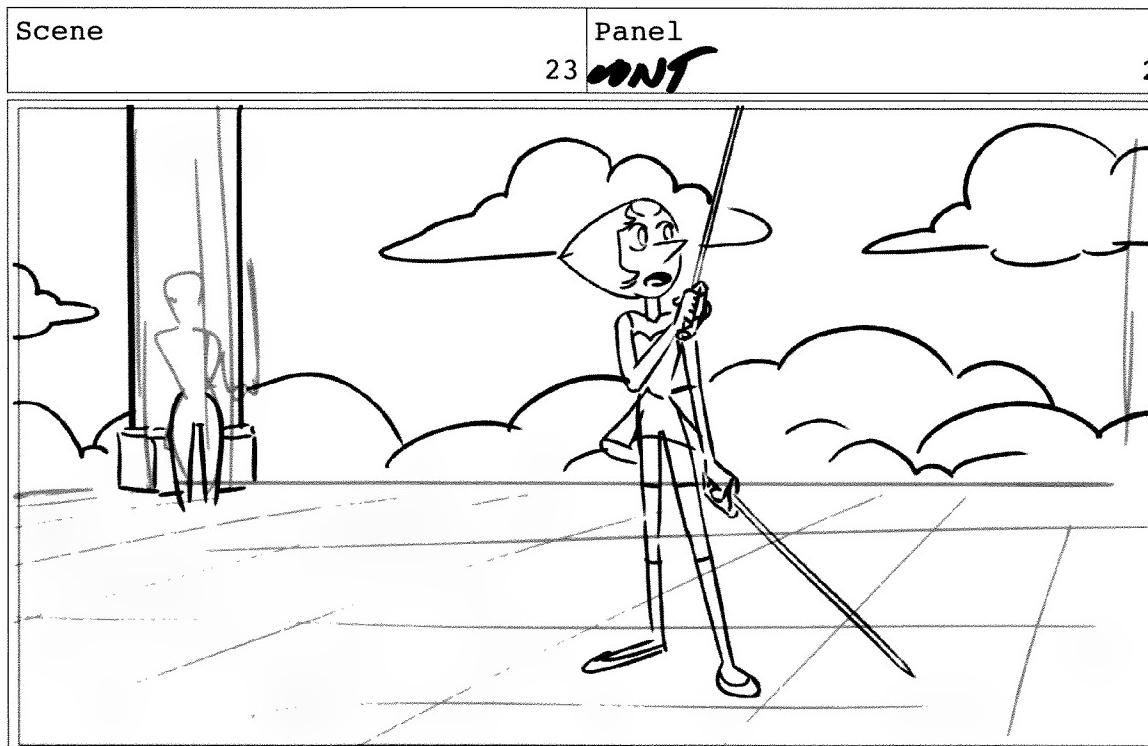
Slugging
0.13

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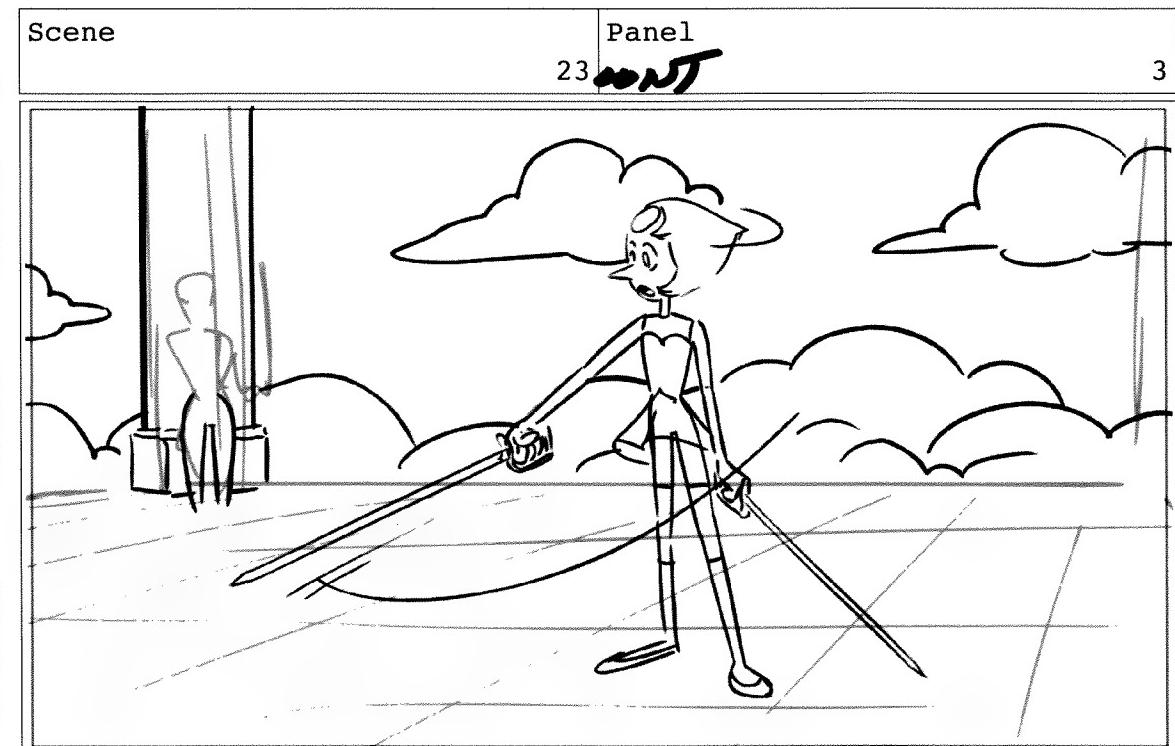


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Dialogue
PEARL: ...to give a...

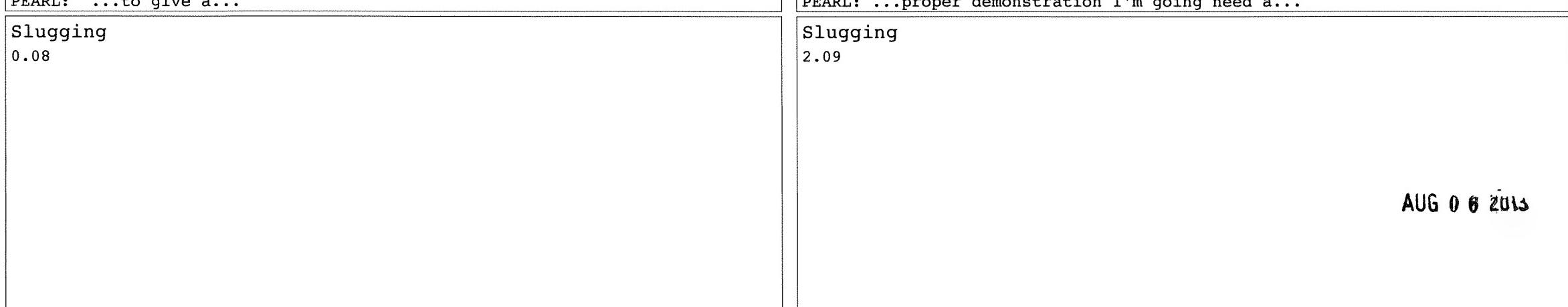
Slugging
0.08



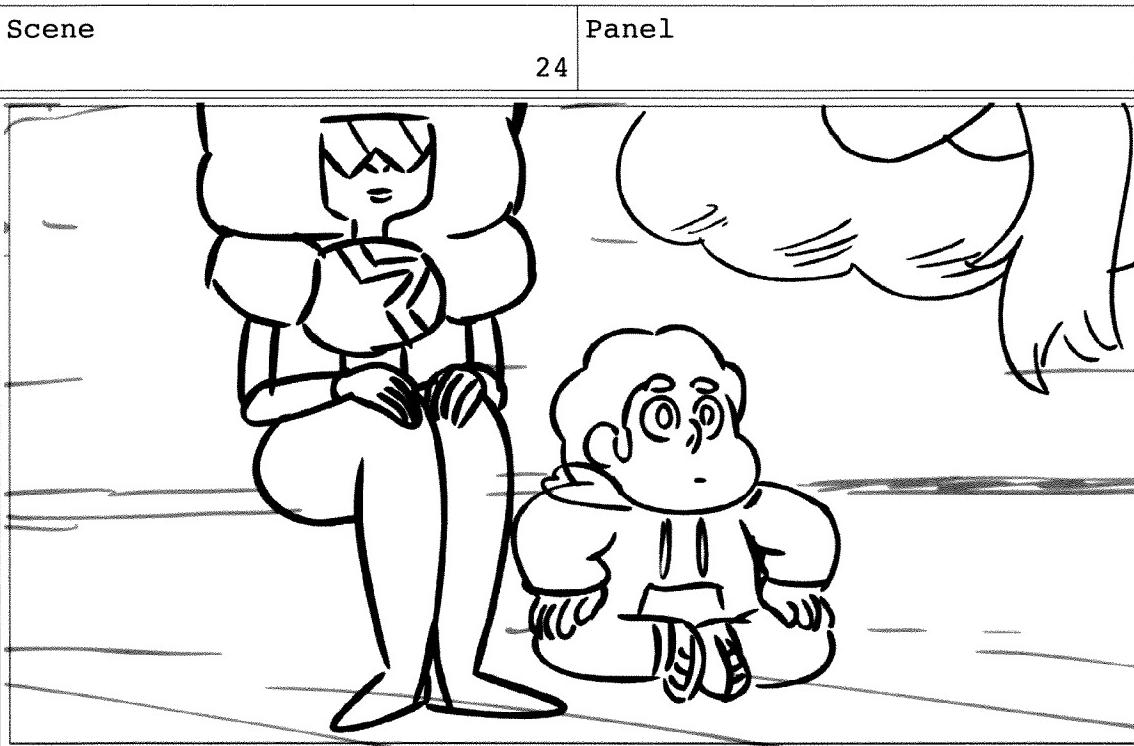
Dialogue
PEARL: ...proper demonstration I'm going need a...

Slugging
2.09

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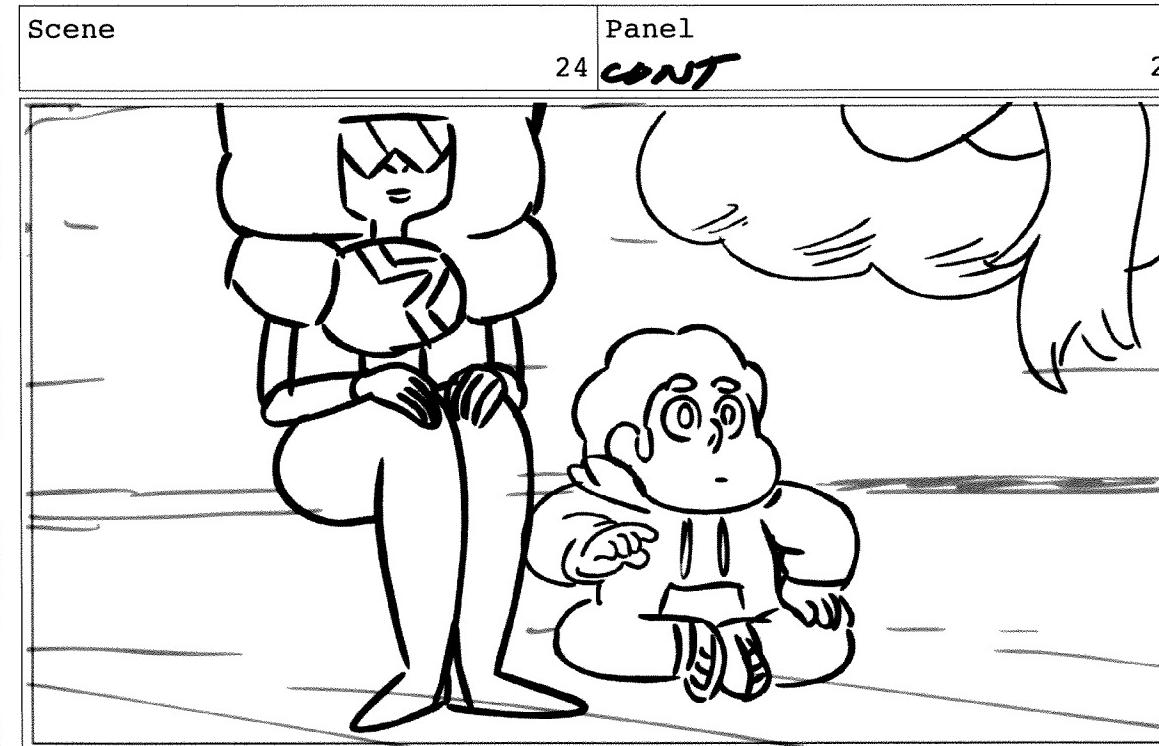
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Dialogue
PEARL (os): ... sparring partner.

Action Notes
Garnet + Steven watching Pearl o/s.
Amethyst hair is hanging down from a cloud on screen right.

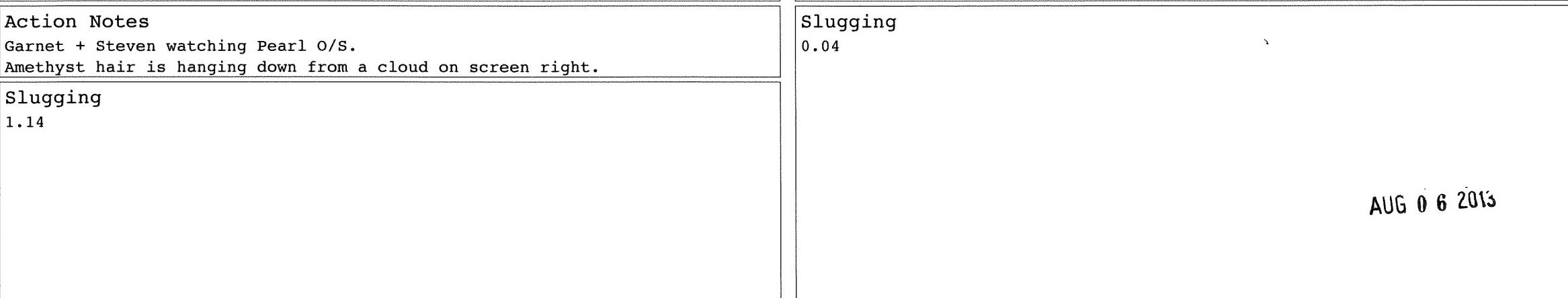
Slugging
1.14



Action Notes
Steven slowly raises his hand.

Slugging
0.04

AUG 06 2013



1020.013

1020.013

1020.013



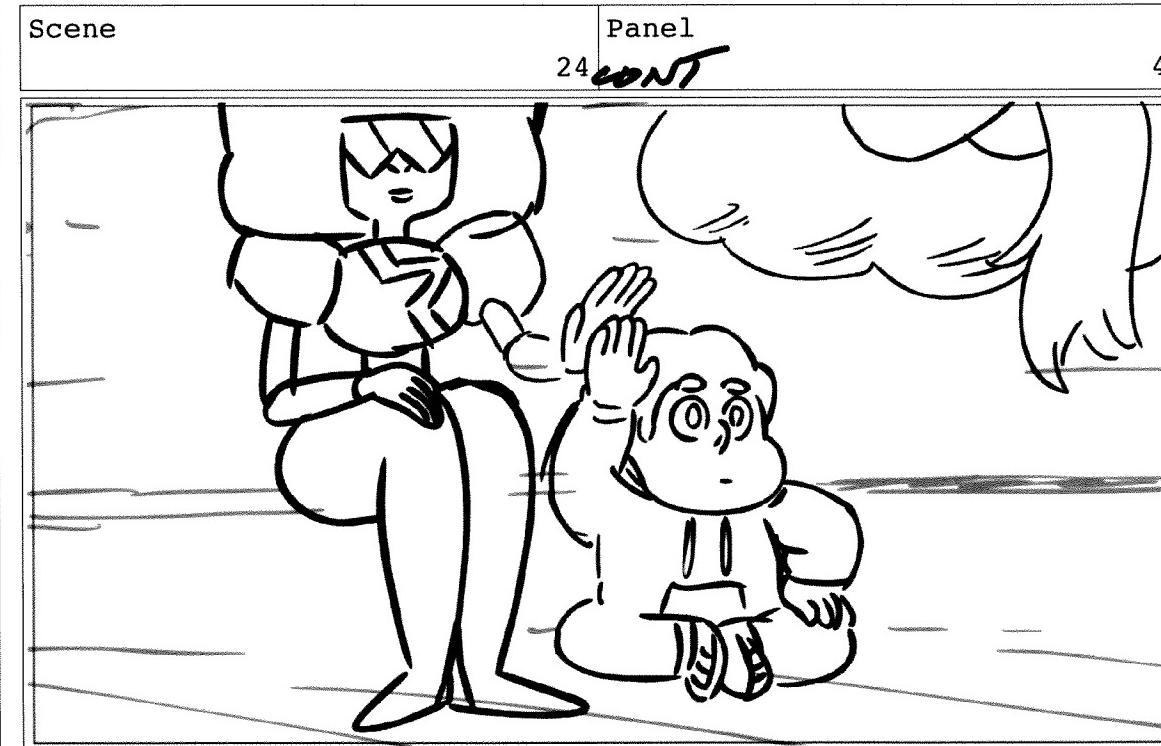
Steven The Sword Fighter

Page 35.



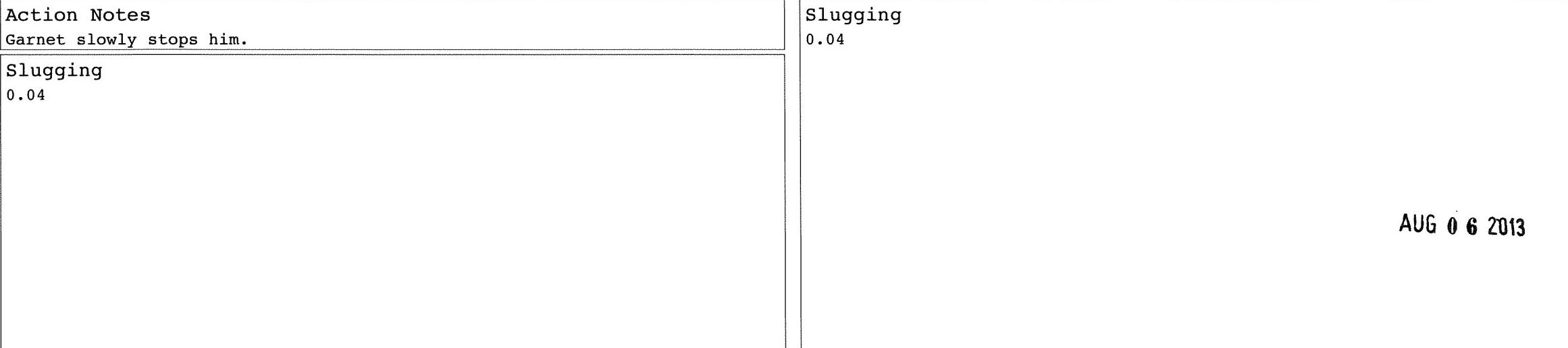
Action Notes
Garnet slowly stops him.

Slugging
0.04



Slugging
0.04

AUG 06 2013



1020.013

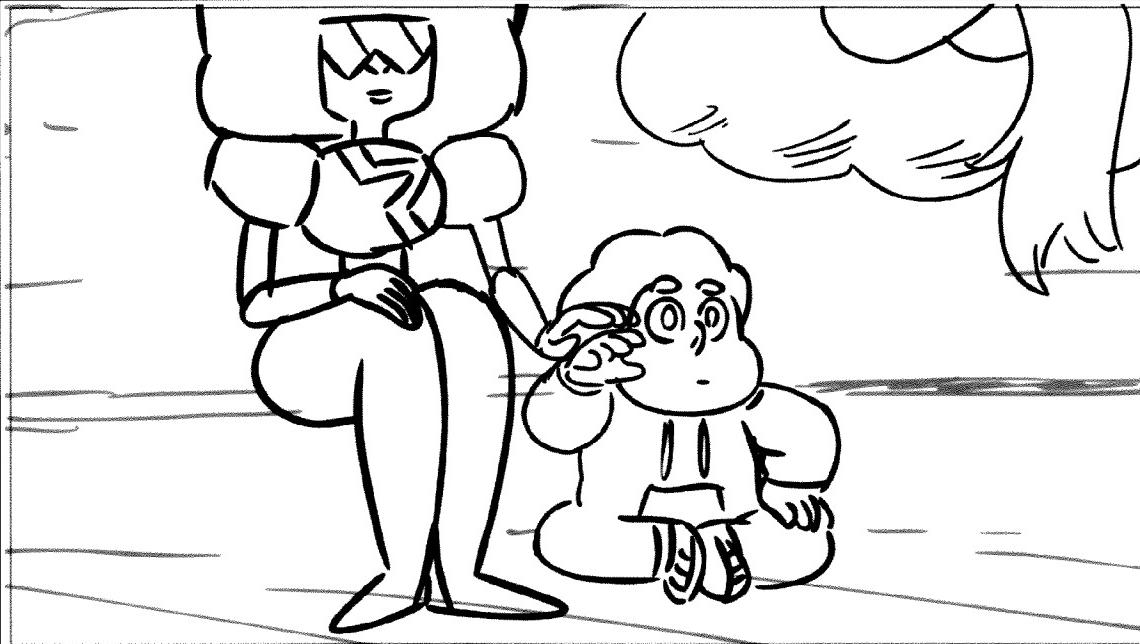
1020.013



Scene

Panel
24 *cont*

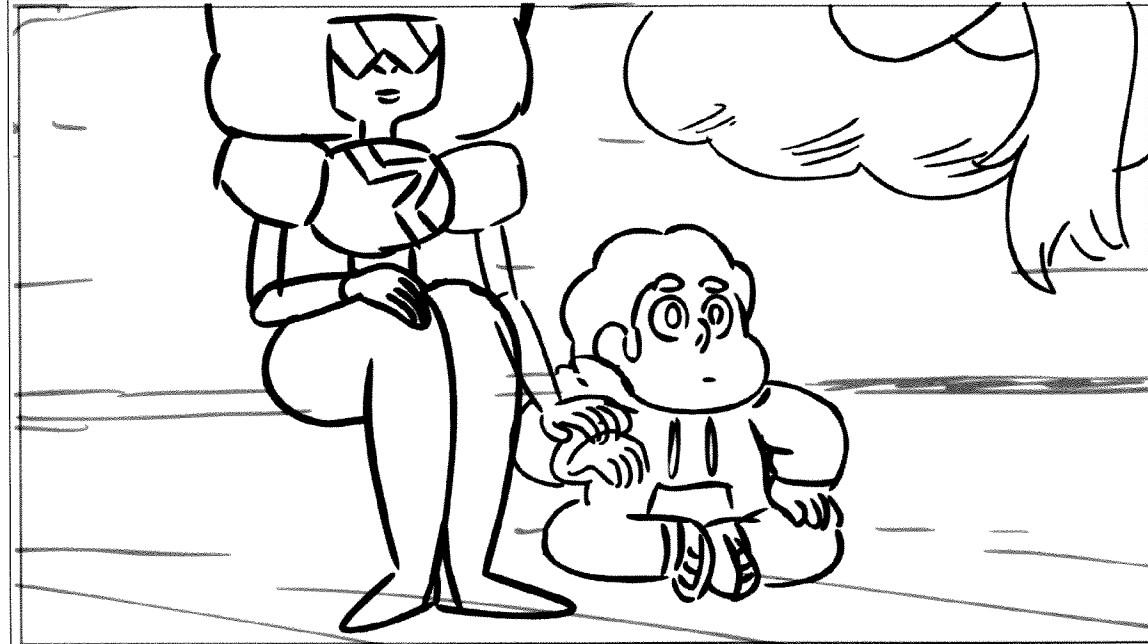
5



Scene

Panel
24 *cont*

6



1020 · 013

Action Notes

Garnet pushes Steven's hand down.

Slugging

0.09

Slugging

0.11

AUG 06 2010

1020.013

1020 · 013



Scene 25 Panel 1



Dialogue

PEARL: Luckily I have the perfect candidate...

Action Notes

Pearl raises her sword up from O/S bottom.

Slugging

3.09

Scene 25 Panel cont



Dialogue

PEARL: ...right here!

Slugging

2.11

AUG 06 2013

1020.013

1020.013



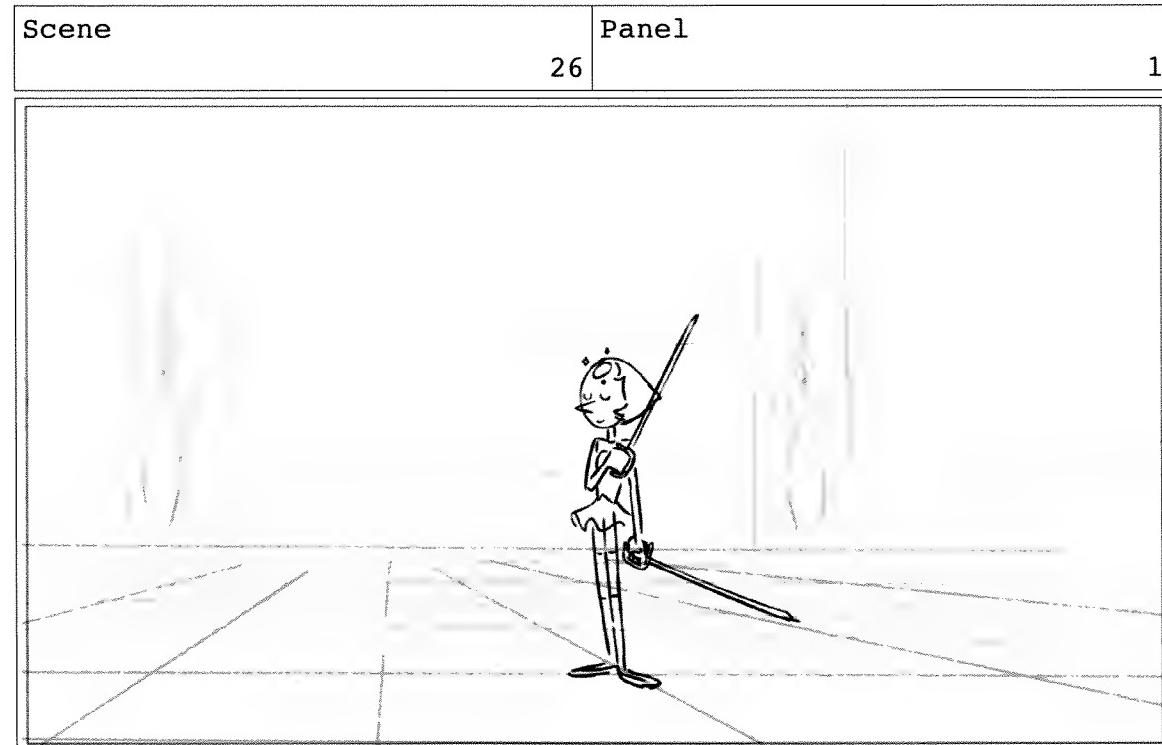
1020.013

1020.013



Action Notes
Pearl's gem glows.

Slugging
0.09



Action Notes
Pearl spins elegantly into pose (see ref animation).
Sparkles trail from her gem.

Slugging
0.08

AUG 06 2013

1020.013



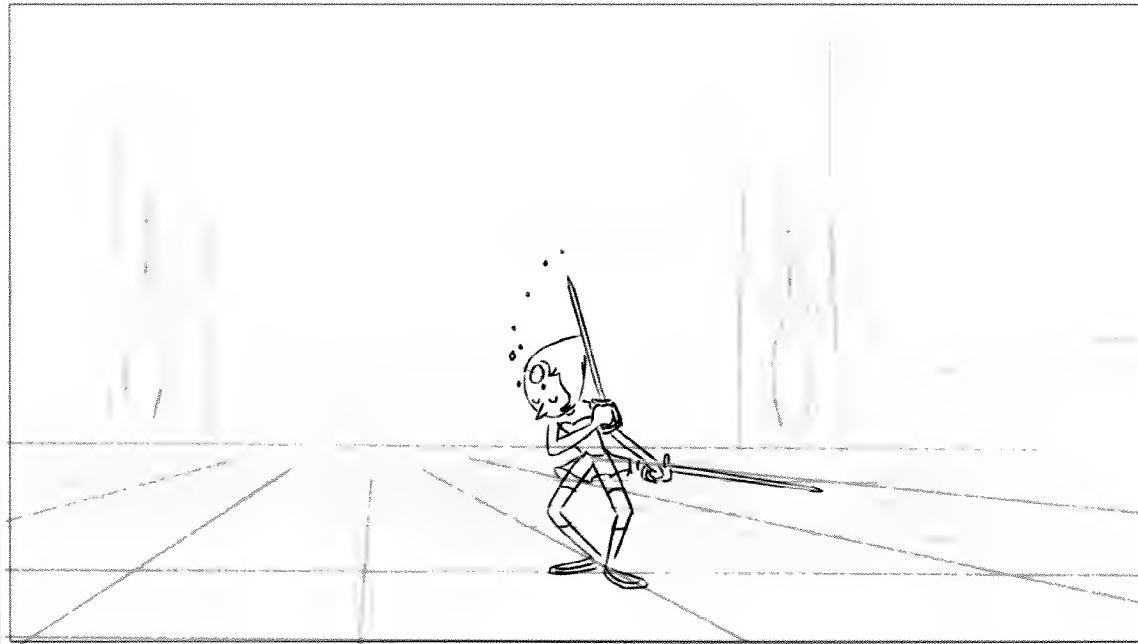
Steven The Sword Fighter

Page 39

Scene

26 **Panel**
CONT

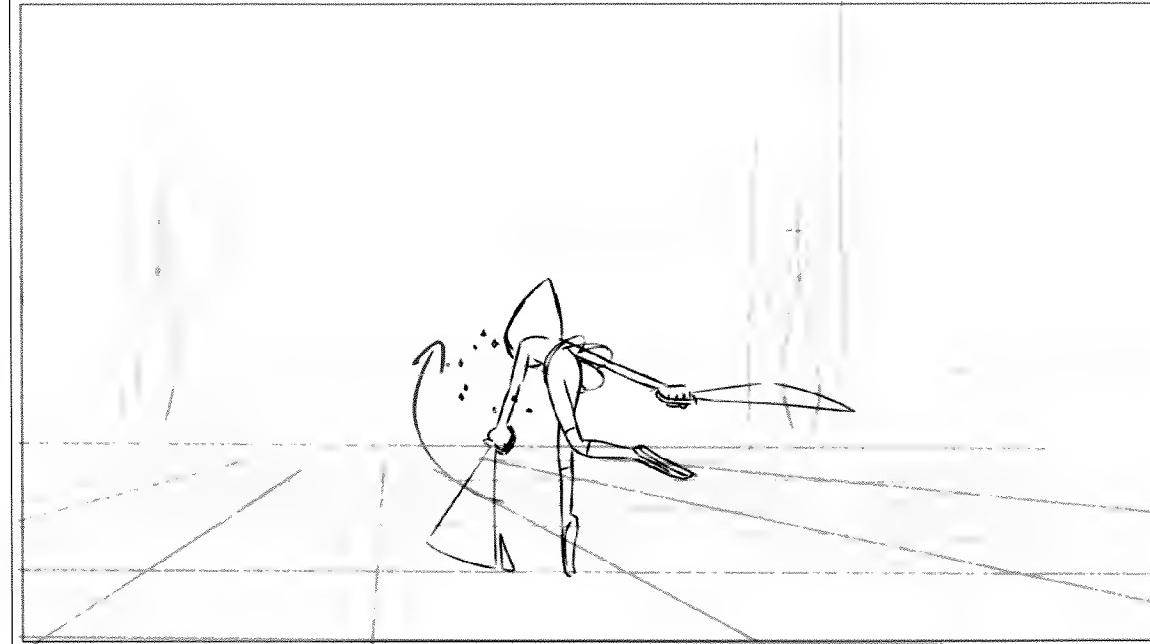
2



Scene

26 **Panel**
CONT

3



1020 . 013

Slugging
0.10

Slugging
0.07

AUG 06 2013

1020 . 013

1020 . 013



Scene

26

Panel
CONT

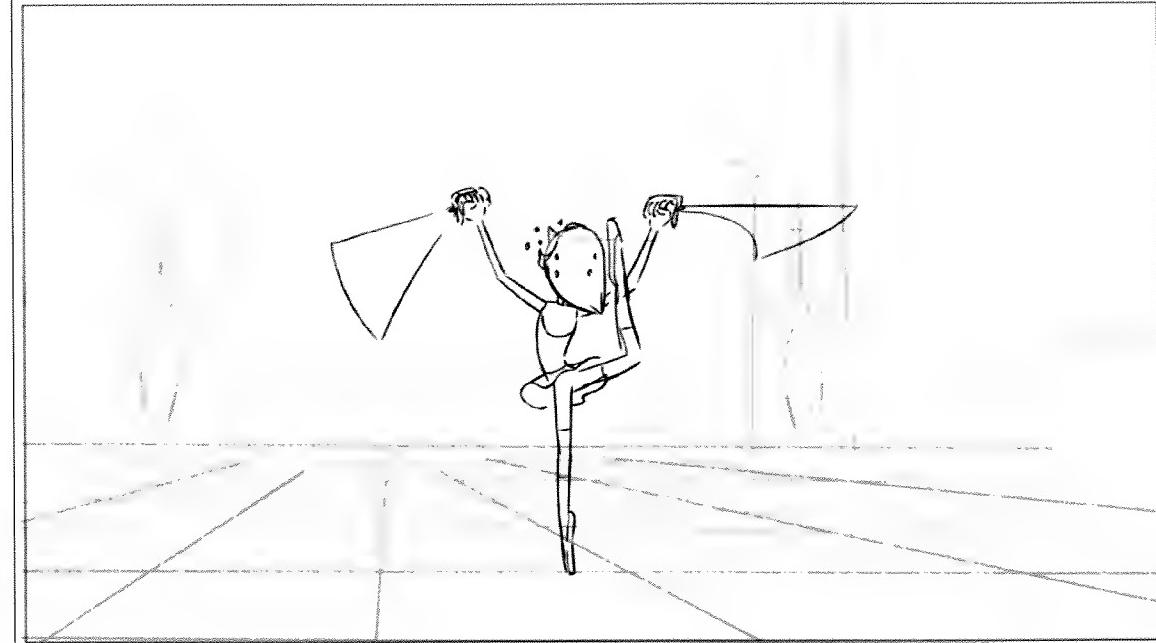
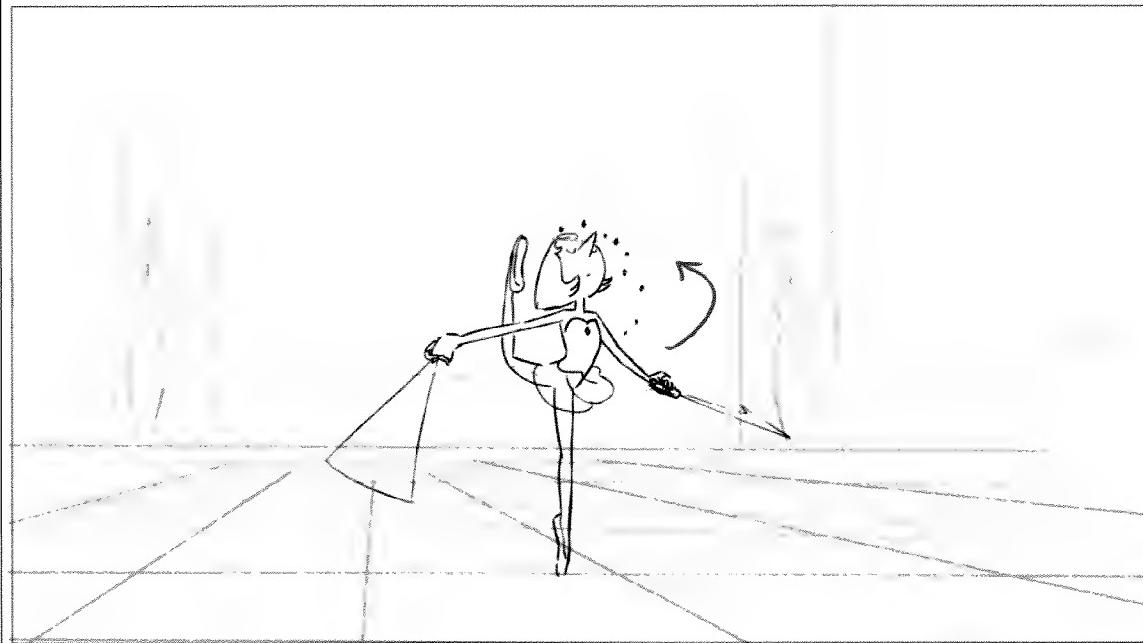
4

Scene

26

Panel
CONT

5

Slugging
0.08Slugging
0.06

AUG 06 2013

1020.013

1020.013

1020.013



Steven The Sword Fighter

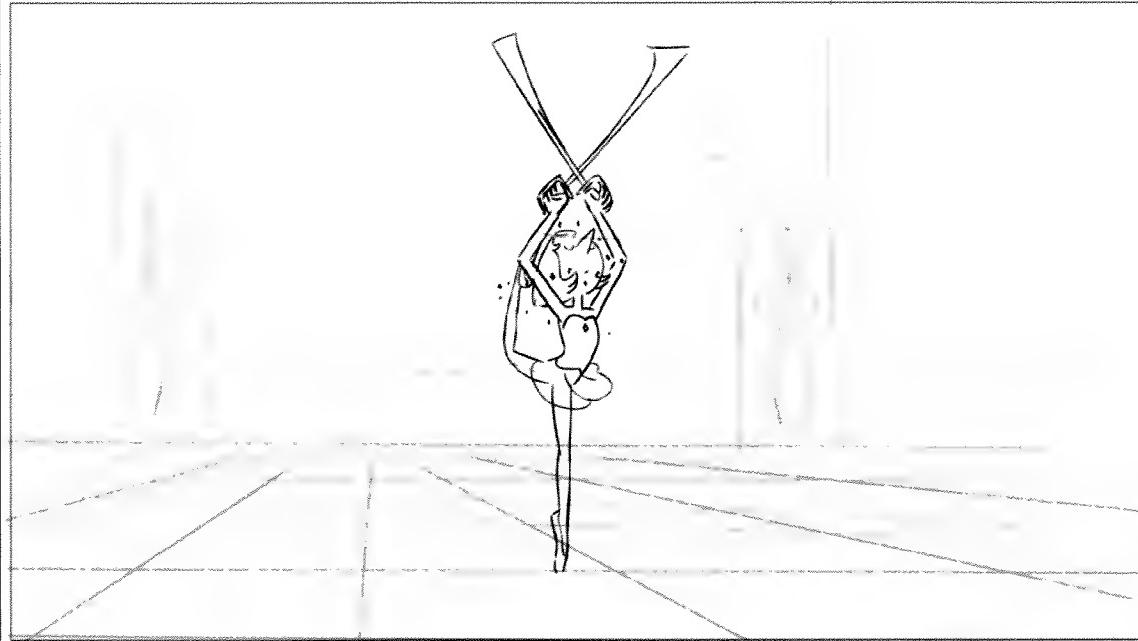
Page 41.

Scene

26 *cont*

Panel

6

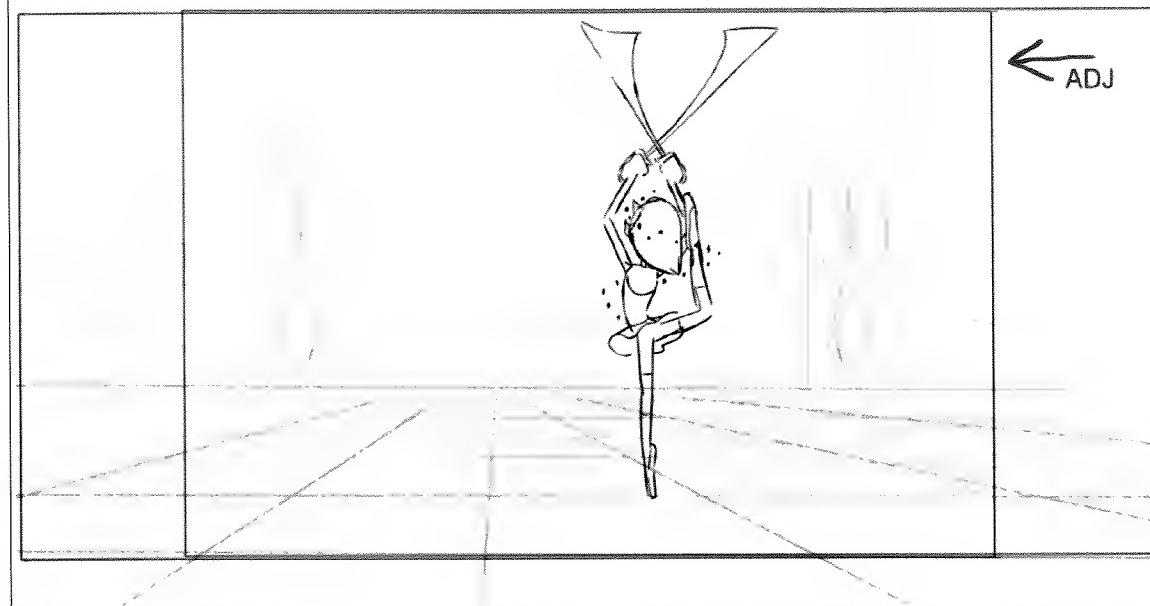


Scene

26 *cont*

Panel

7



Slugging
0.04

Action Notes
Camera ADJ W.

Slugging
ADJ: 0.04

Total ADJ 7 to 9 = 0.12

AUG 06 2013

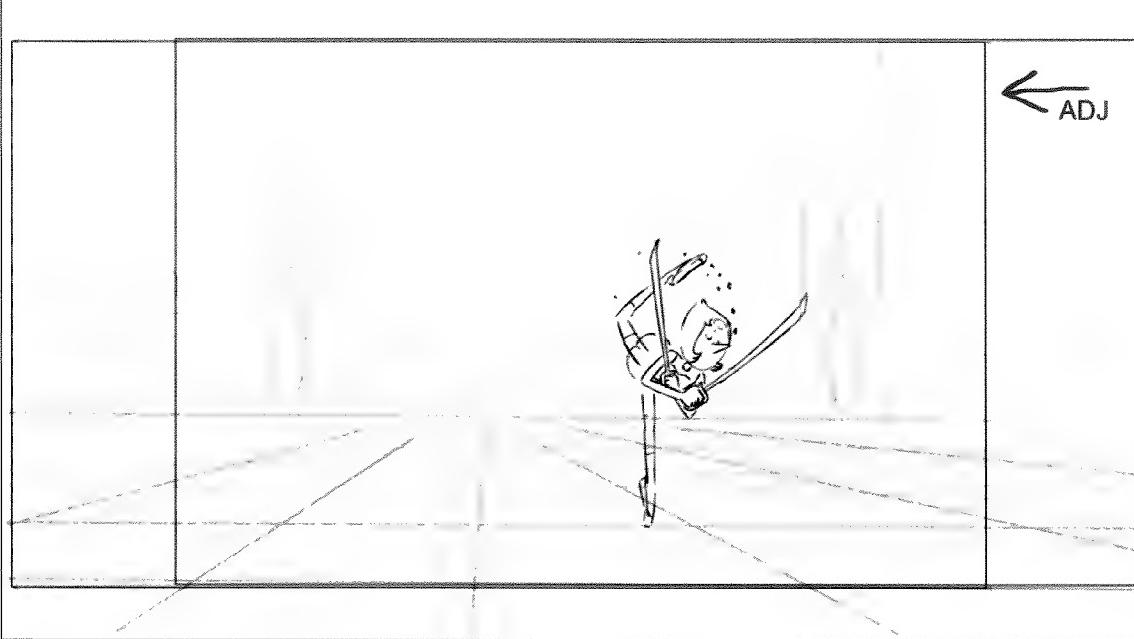
1020.013

1020.013

1020.013



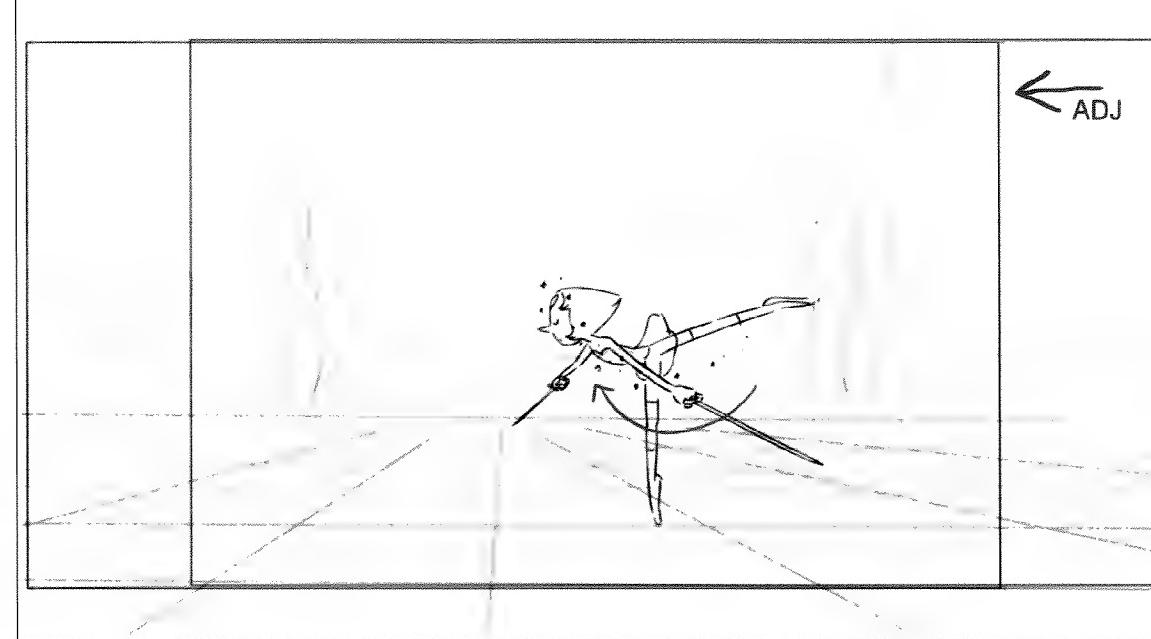
Scene 26 Panel 8
26 *CONT*



Action Notes
Camera ADJ W.

Slugging
ADJ: 0.05

Scene 26 Panel 9
26 *cont*



Action Notes
Camera ADJ W.

Slugging
ADJ: 0.03

AUG 06 2013

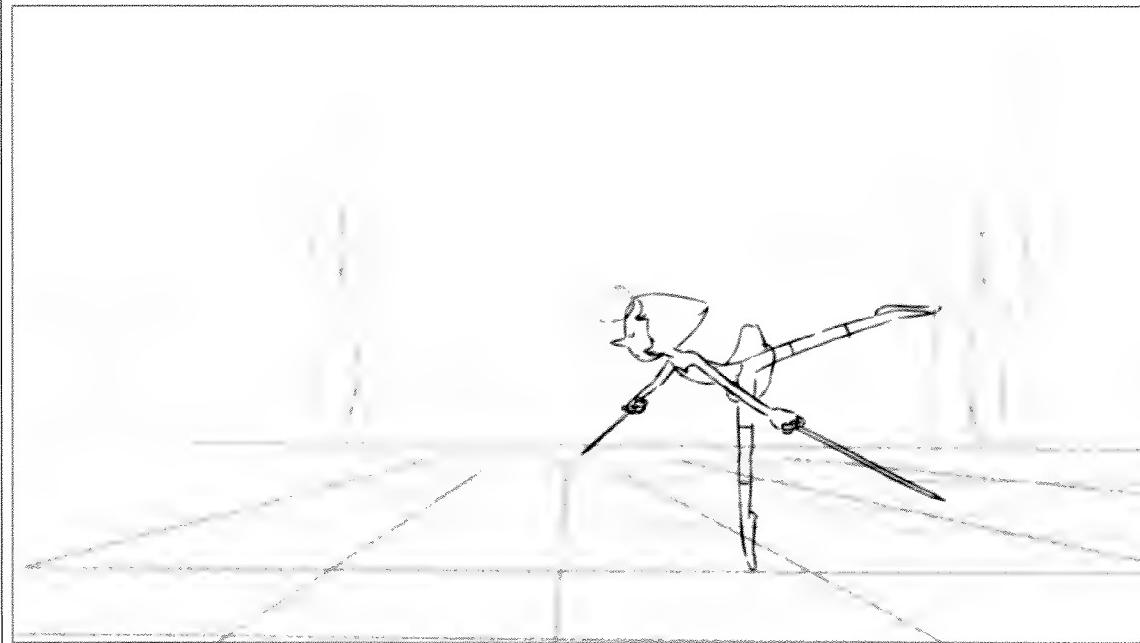
1020.013

1020.013

1020.013



Scene 26 Panel 10
CONT

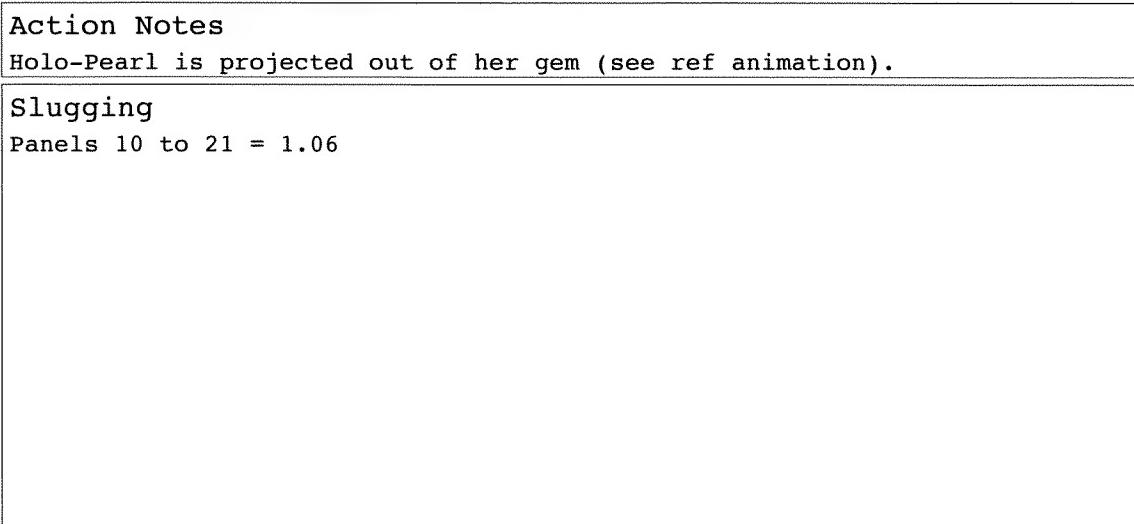
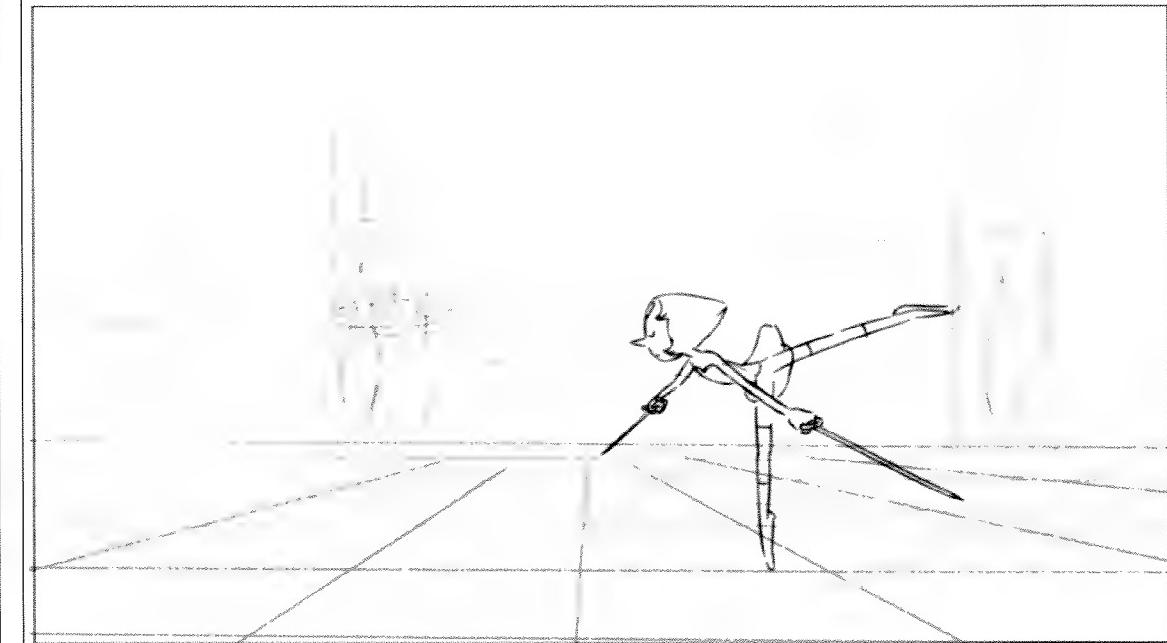
**Action Notes**

Holo-Pearl is projected out of her gem (see ref animation).

Slugging

Panels 10 to 21 = 1.06

Scene 26 Panel 11
CONT



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1020.013

1020.013

1020.013



Steven The Sword Fighter

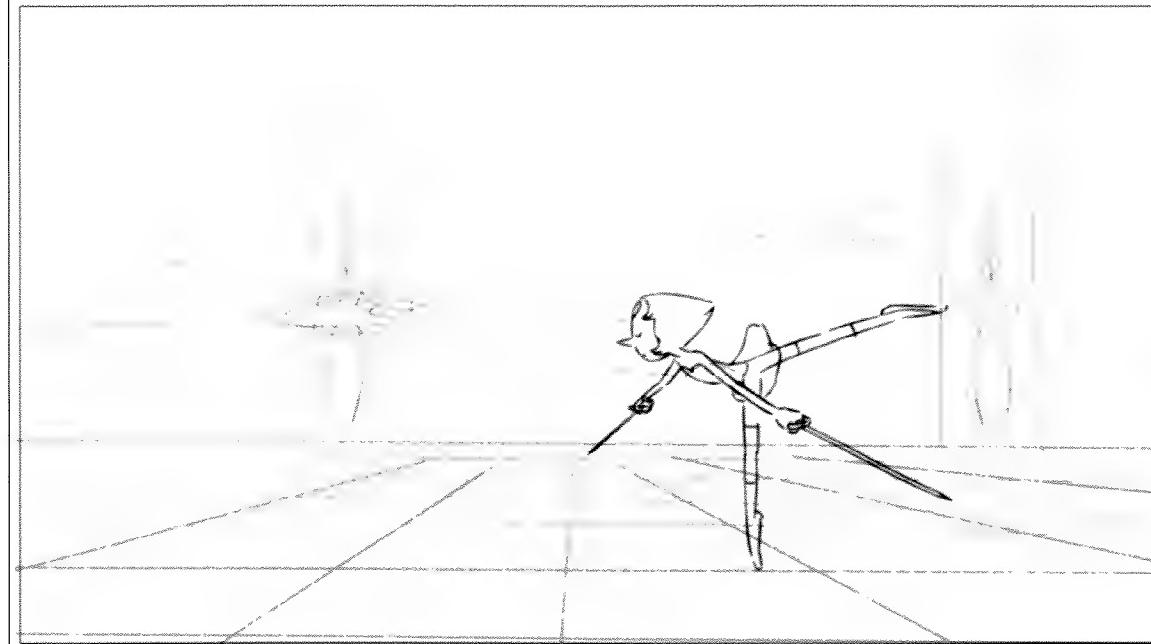
Page 44

Scene

Panel

26 *CONT*

12



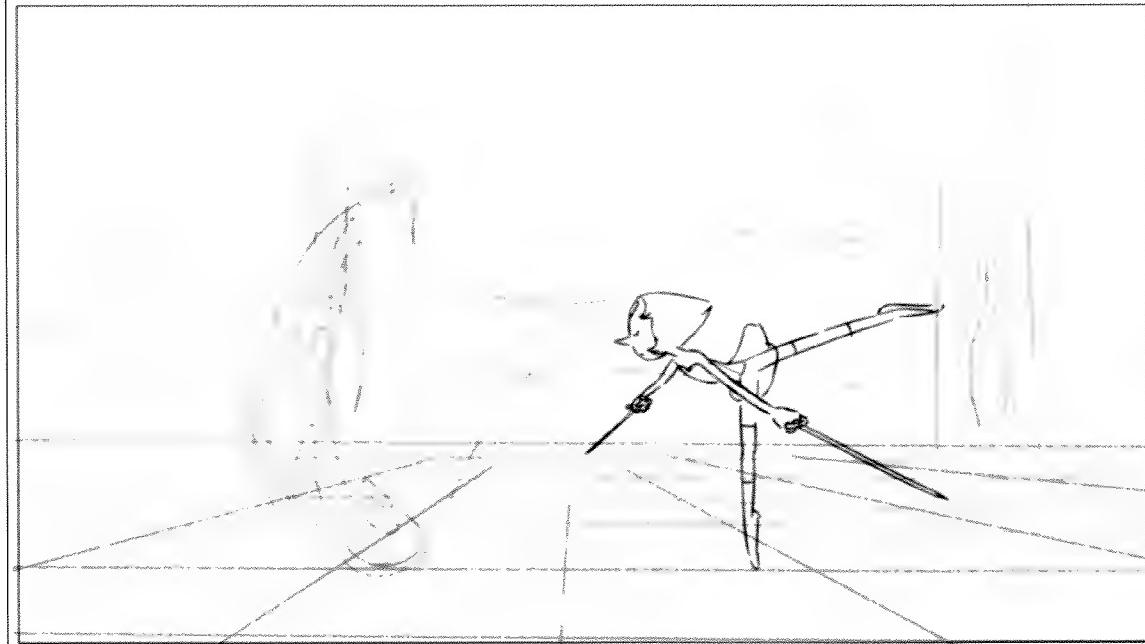
1020 · 013

Scene

Panel

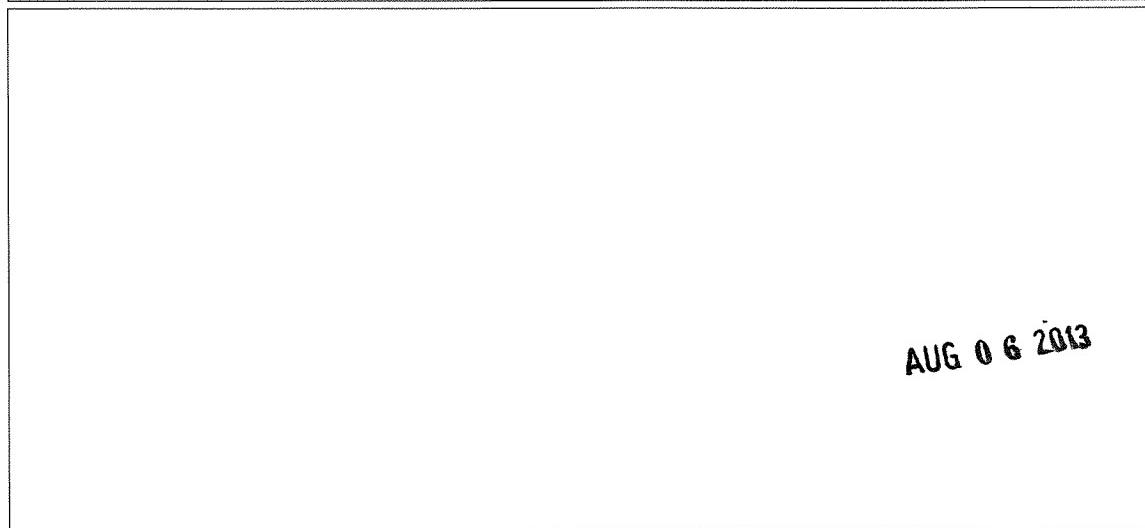
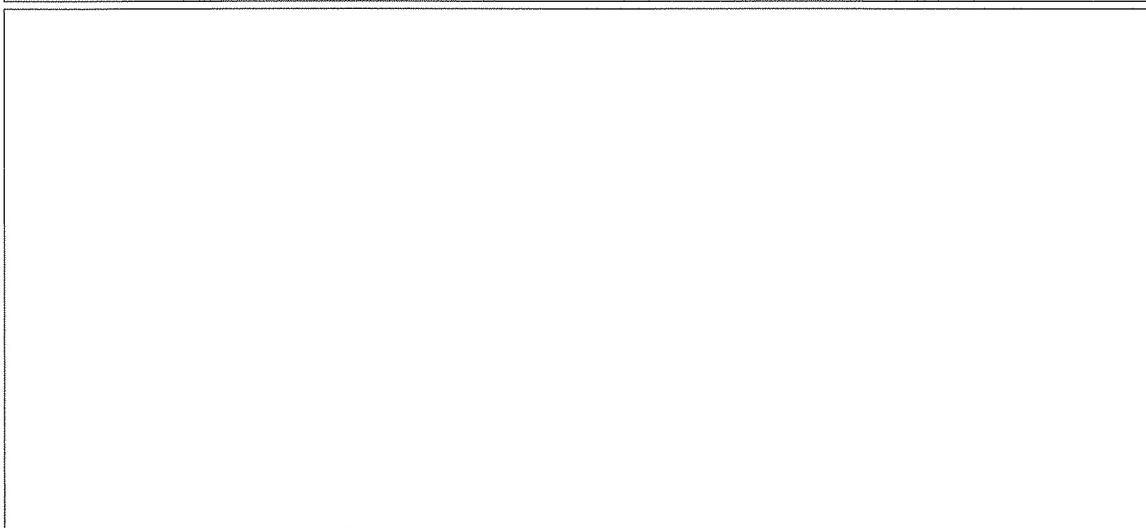
26 *CONT*

13



1020 · 013

AUG 06 2013



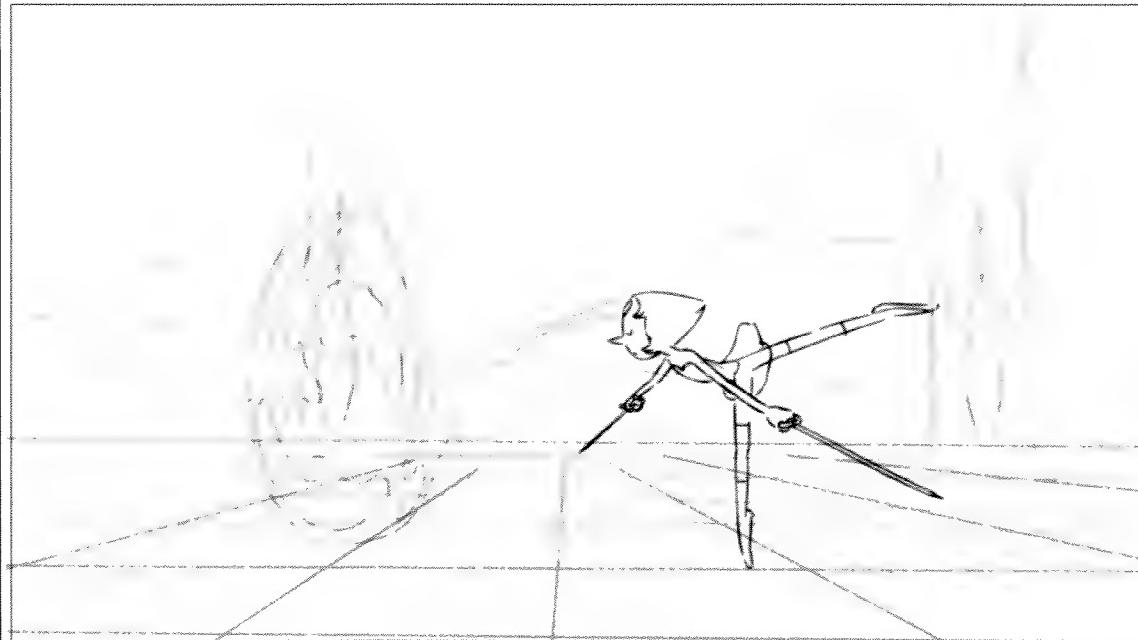
1020 · 013



Scene

Panel
26 *cont*

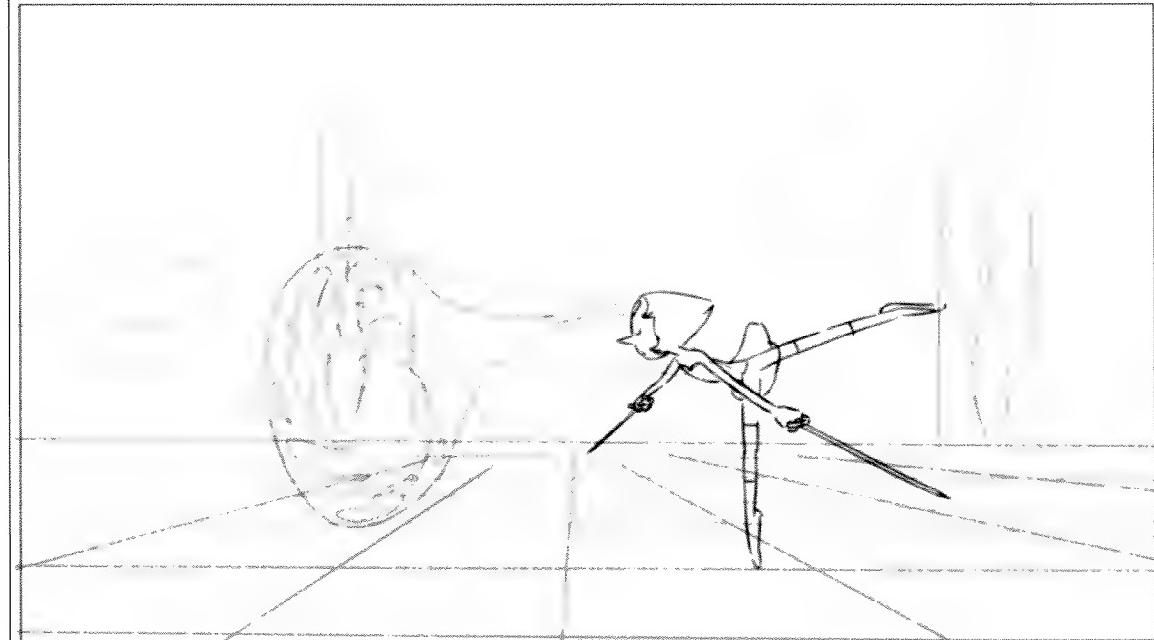
14



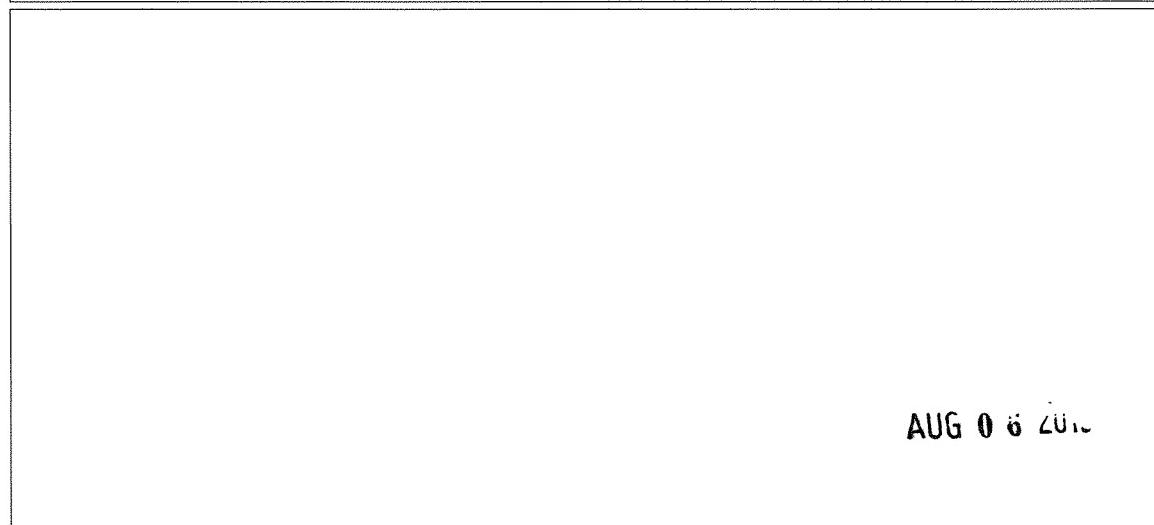
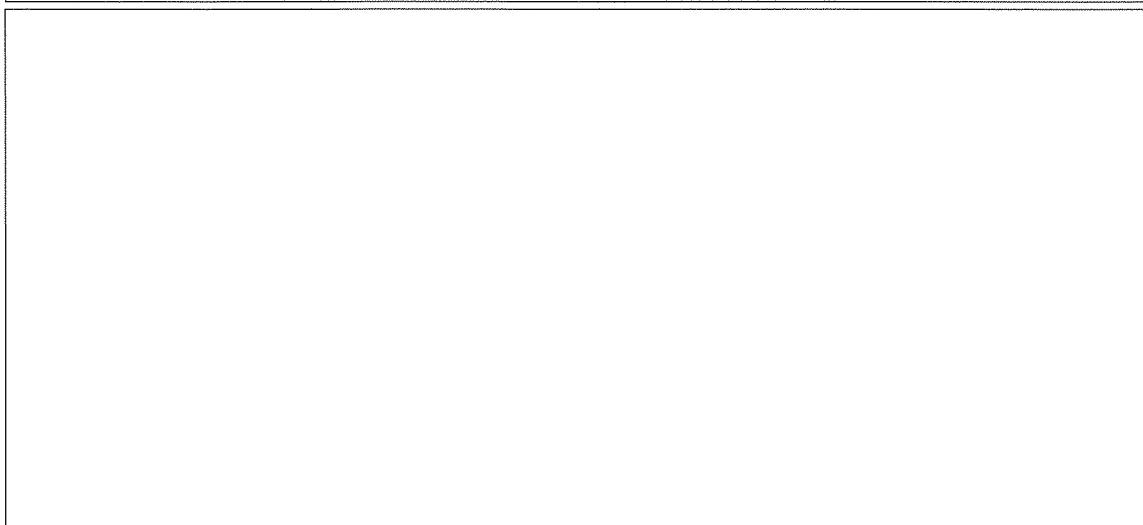
Scene

Panel
26 *cont*

15



1020 . 013



AUG 06 2013

1020 . 013

1020 . 013



Steven The Sword Fighter

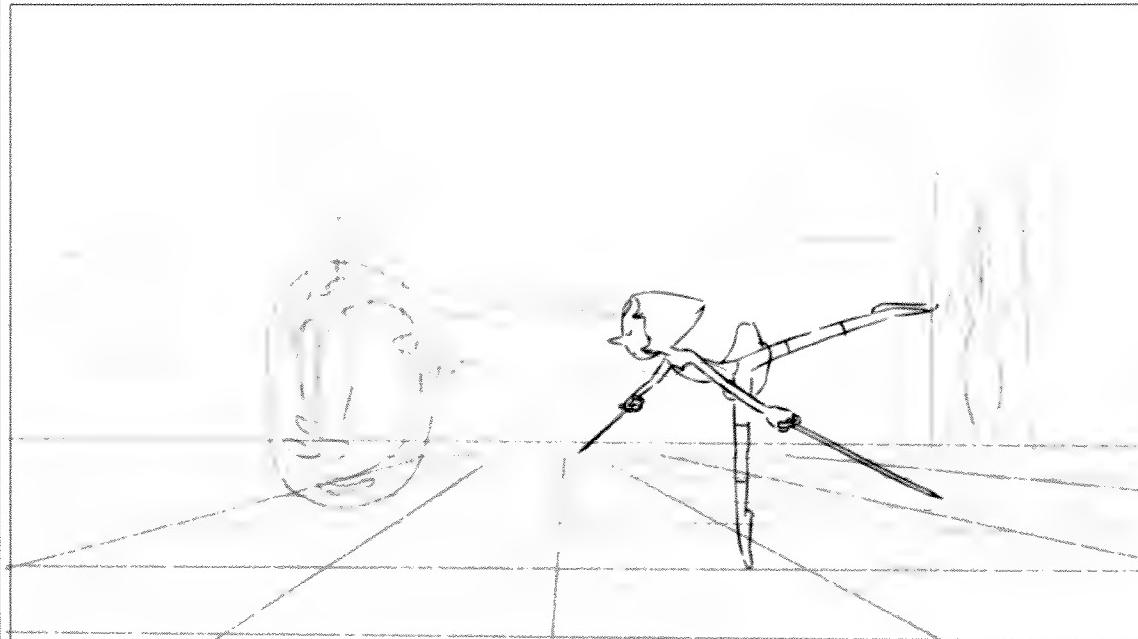
Page 46

Scene

Panel

26 *cont*

16

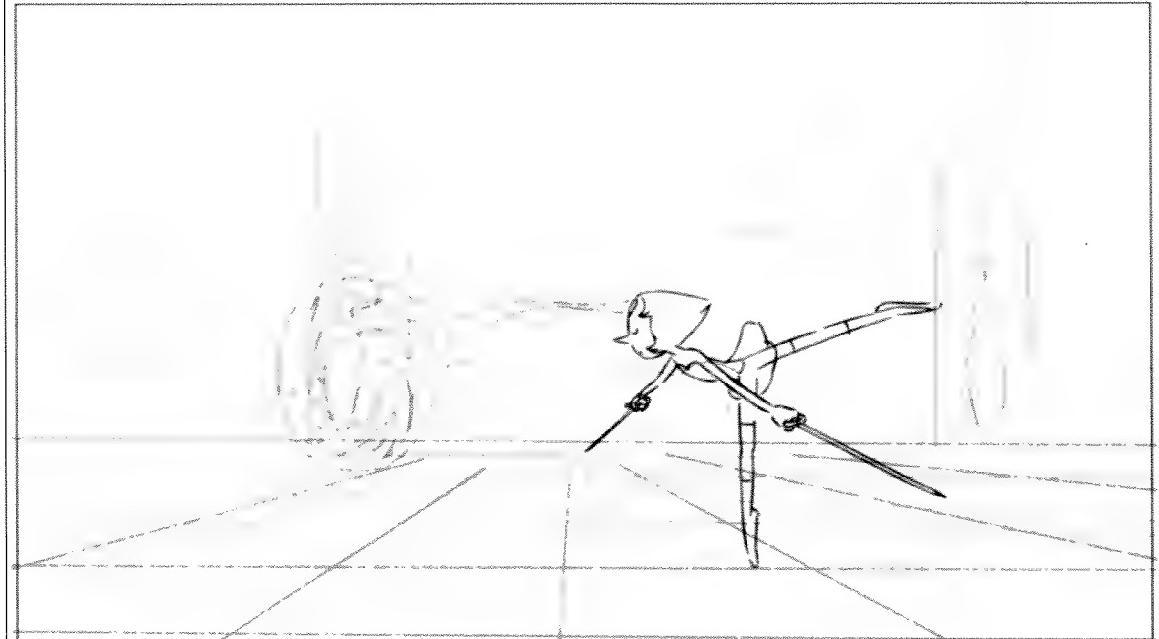


Scene

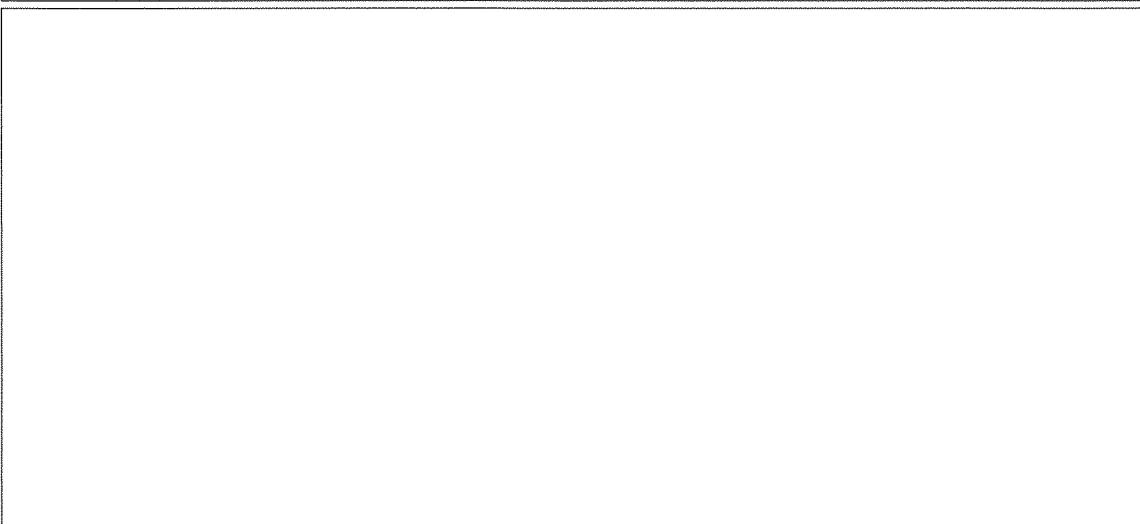
Panel

26 *cont*

17



1020 . 013



1020 . 013

AUG 06 2013

1020 . 013

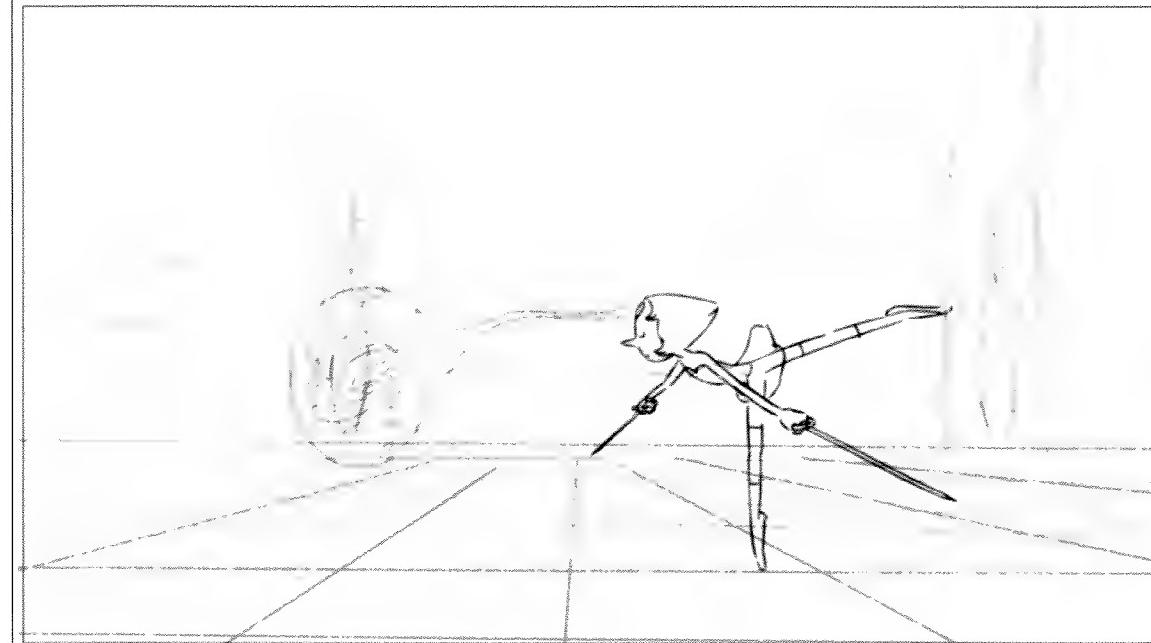


Scene

Panel

26 *cont*

18

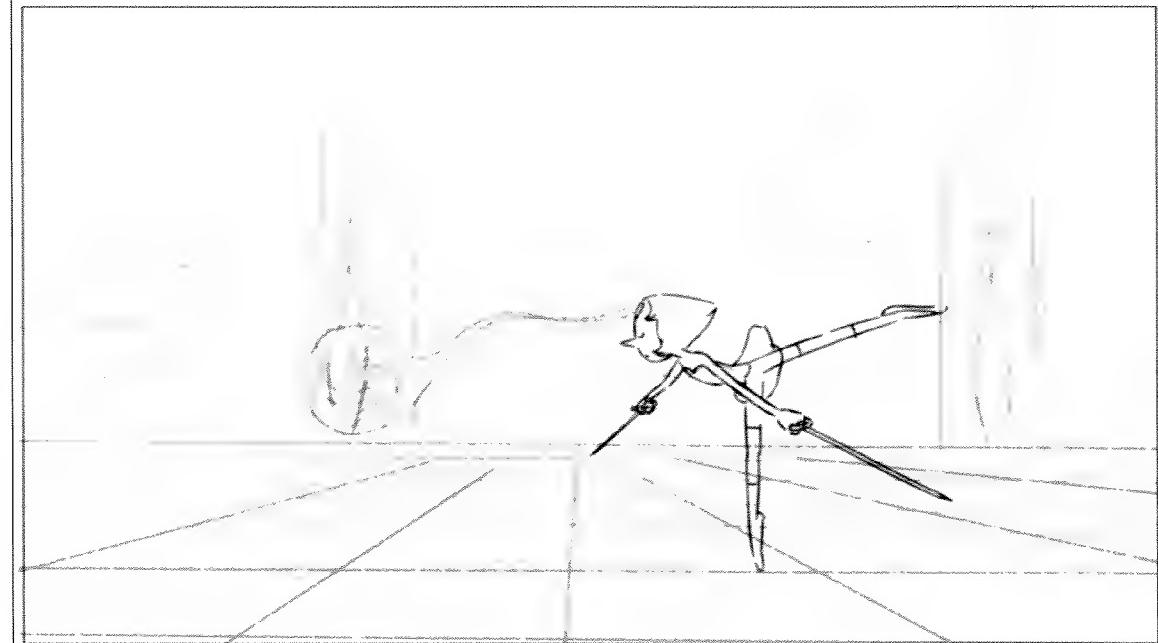


Scene

Panel

26 *cont*

19



1020 . 013

1020 . 013

AUG 06 2013

1020 . 013



Steven The Sword Fighter

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Scene

Panel

26 *cont*

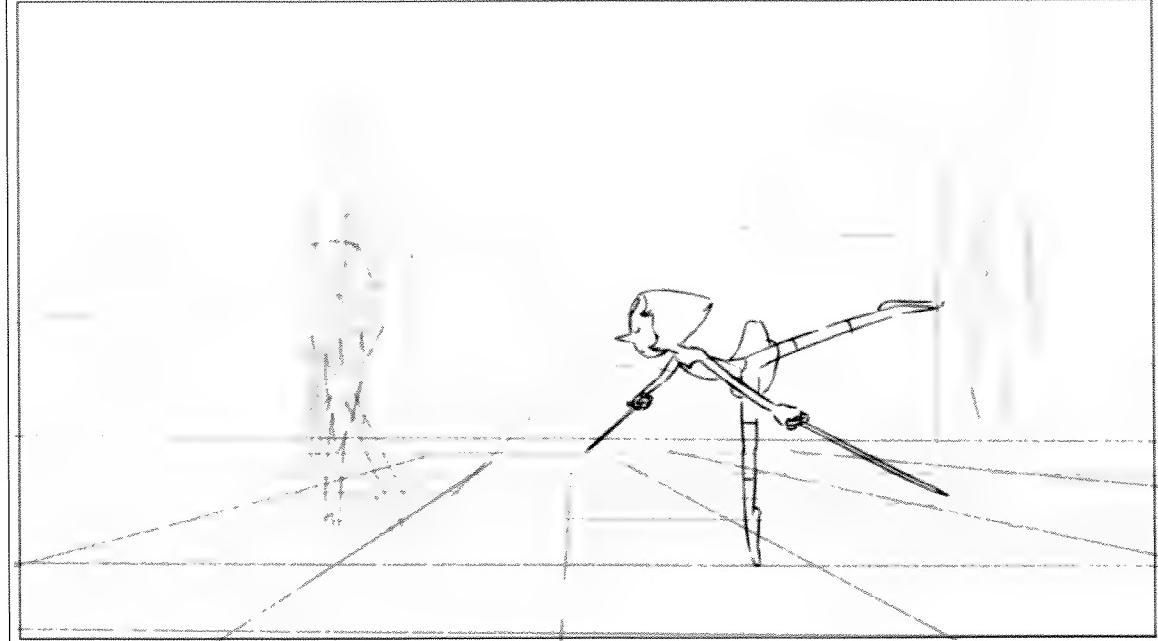
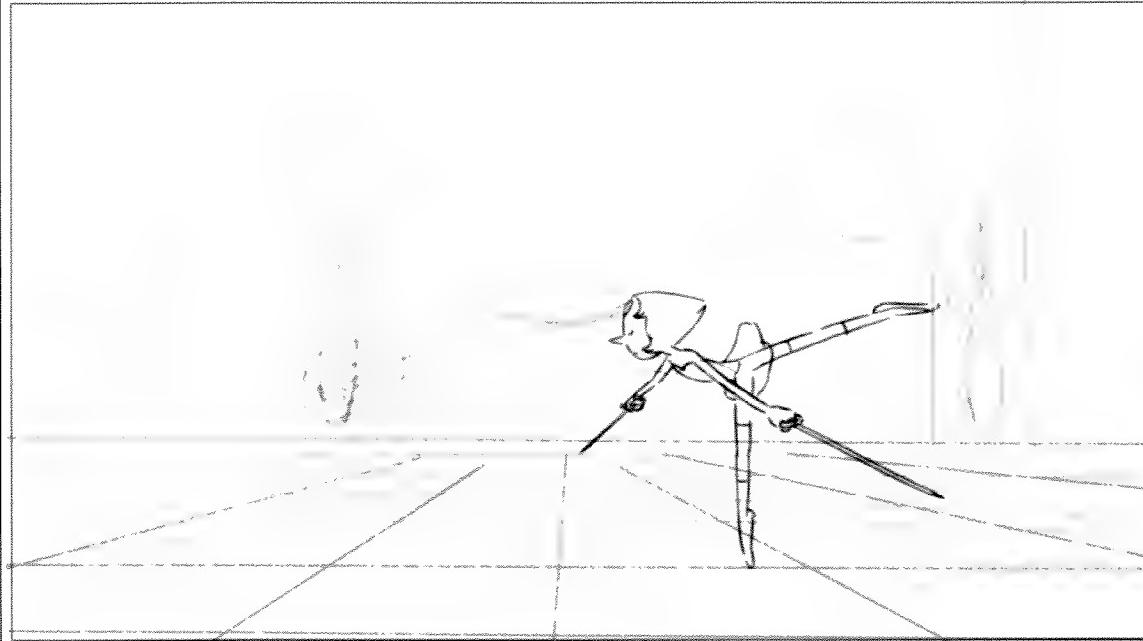
Scene

Panel

26 *cont*

20

21



1020-013

1020-013

AUG 08 2012

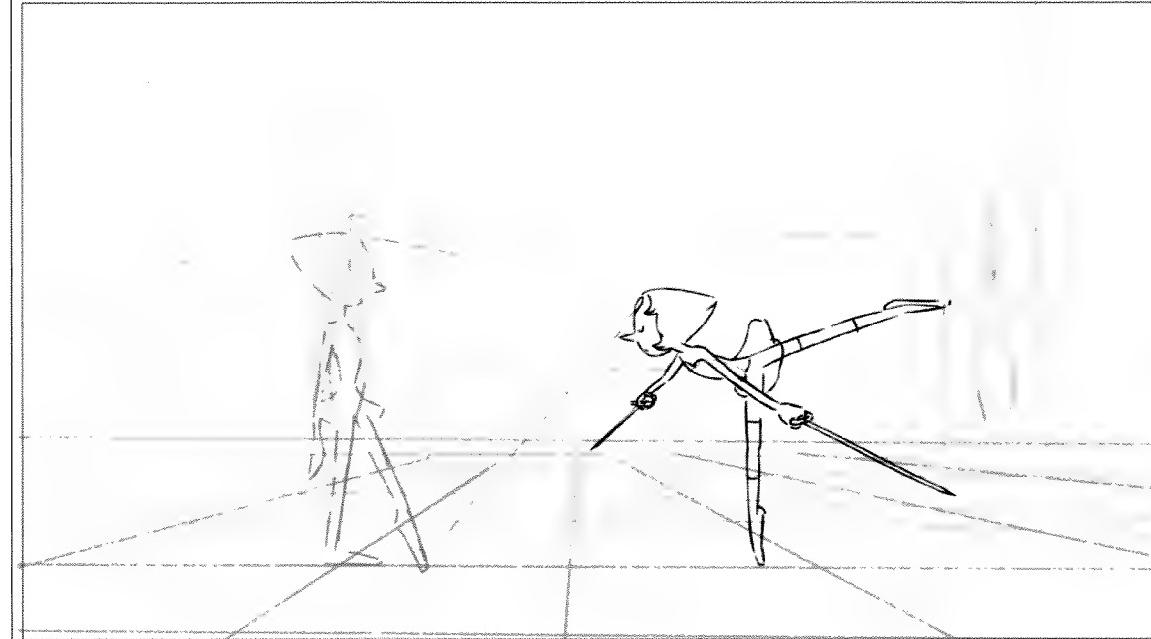
1020-013



Scene

Panel
26 *CONT*

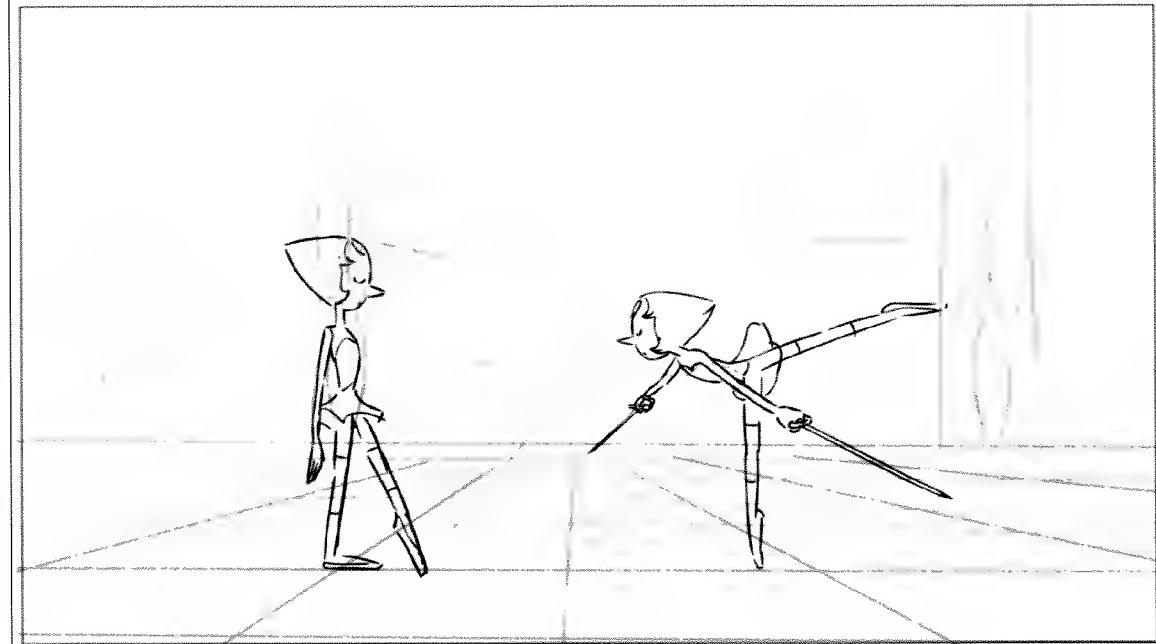
22



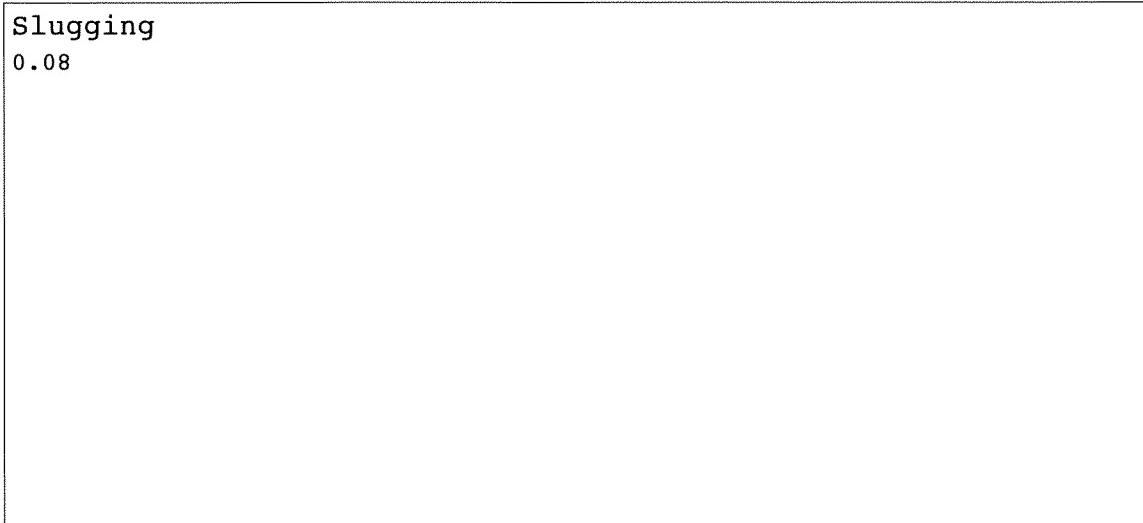
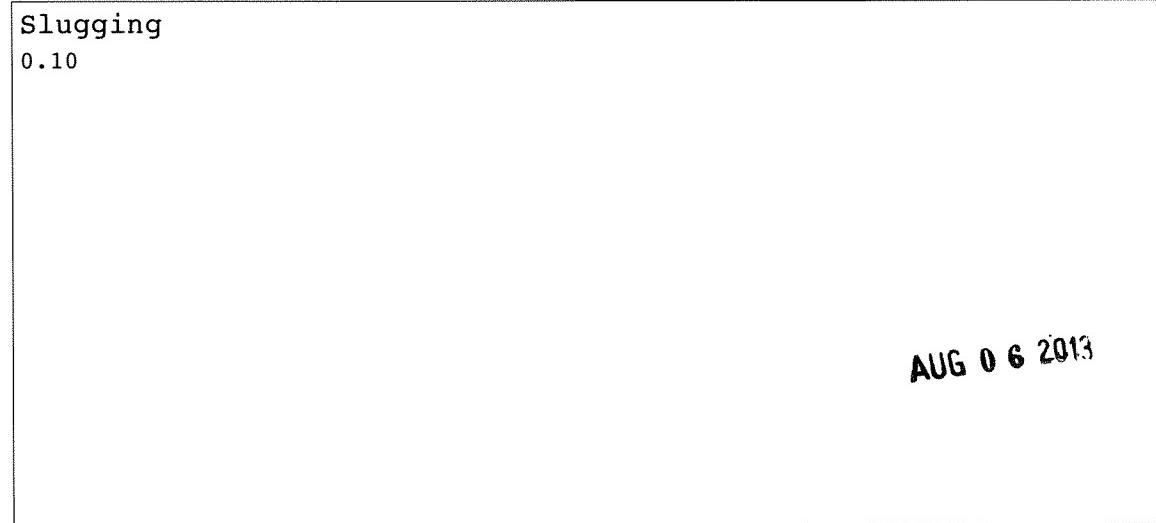
Scene

Panel
26 *cont*

23



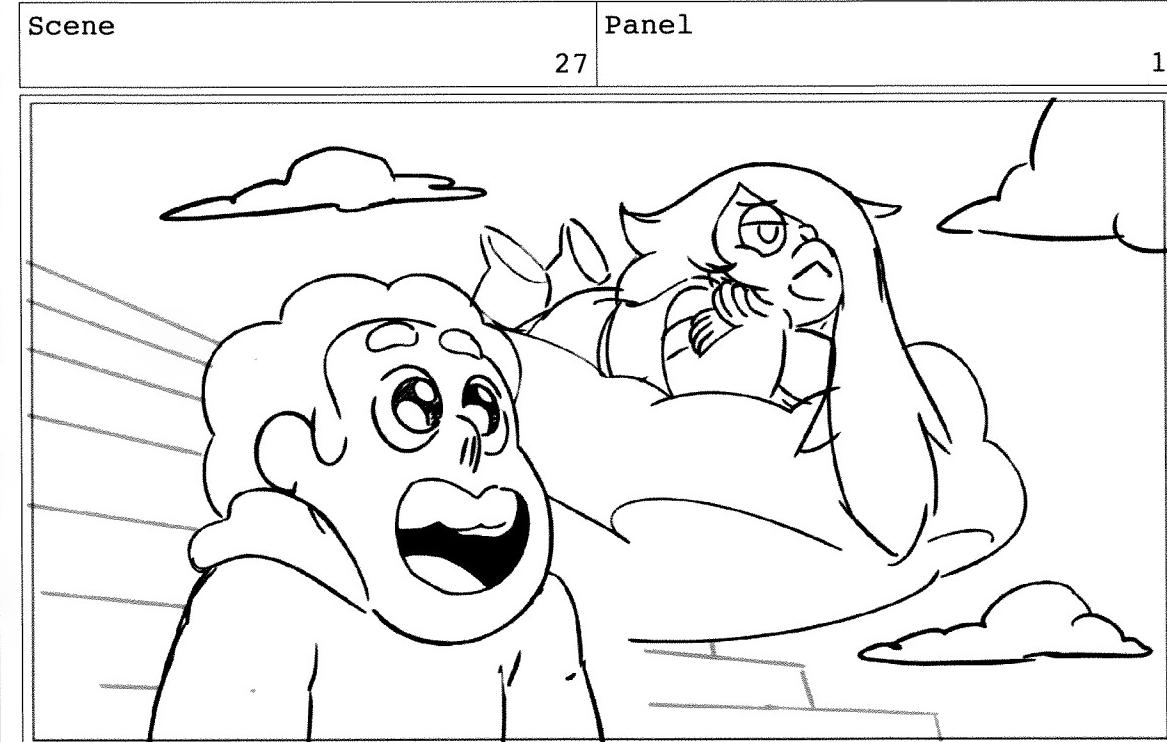
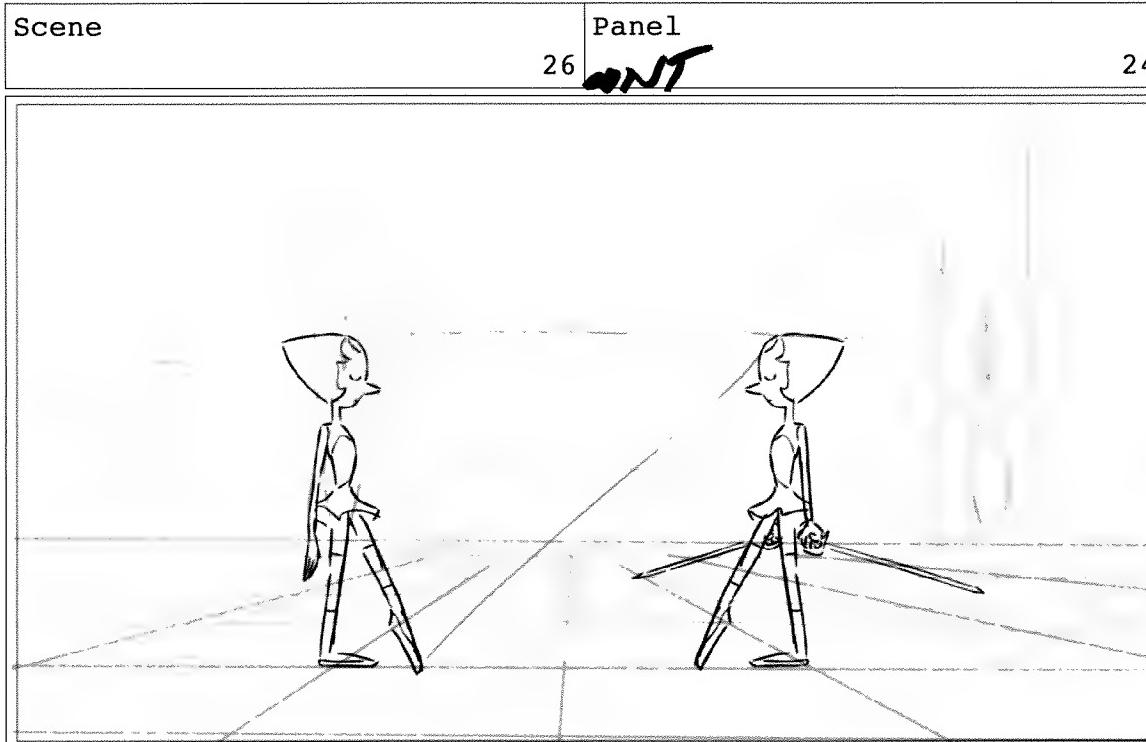
1020 . 013

Slugging
0.08Slugging
0.10

1020 . 013

AUG 06 2013

1020 . 013



Dialogue
STEVEN (os): COOOOL!

Slugging
2.00

Dialogue
STEVEN: Hologram Pearl!

Slugging
Panels 1 + 2 = 2.08

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1020.013

1020.013

1020.013



Scene

Panel
27 cont

2



1020.013

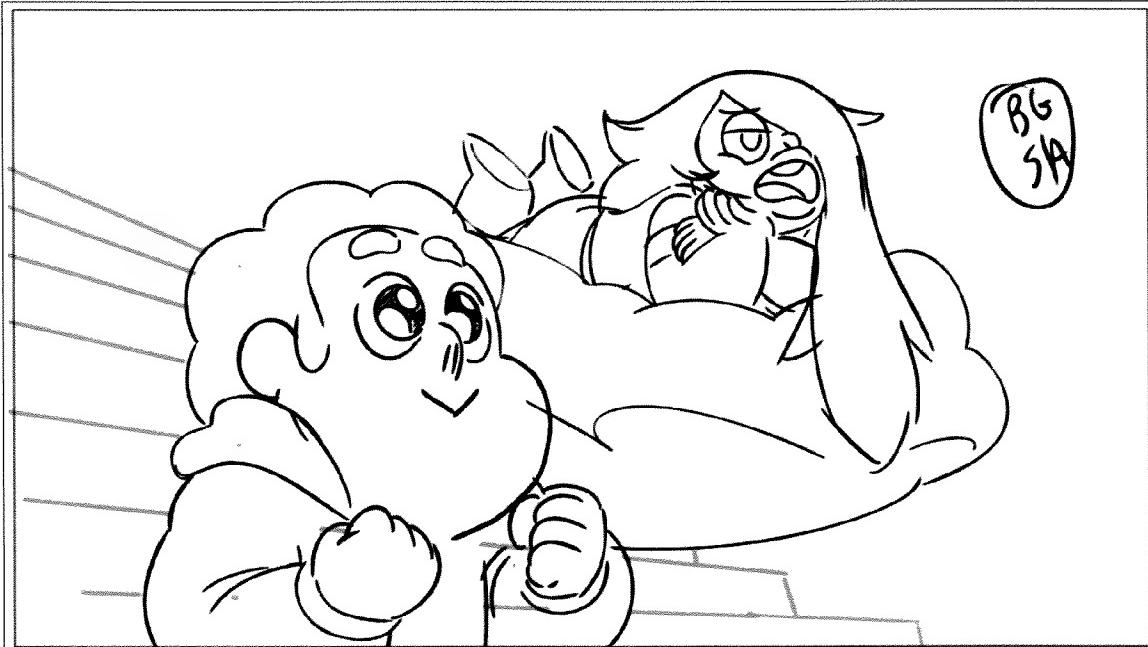
Dialogue

STEVEN: Hologram Pearl!

Scene

Panel
27 cont

3



1020.013

Dialogue

AMETHYST: Aah jeez.

Slugging

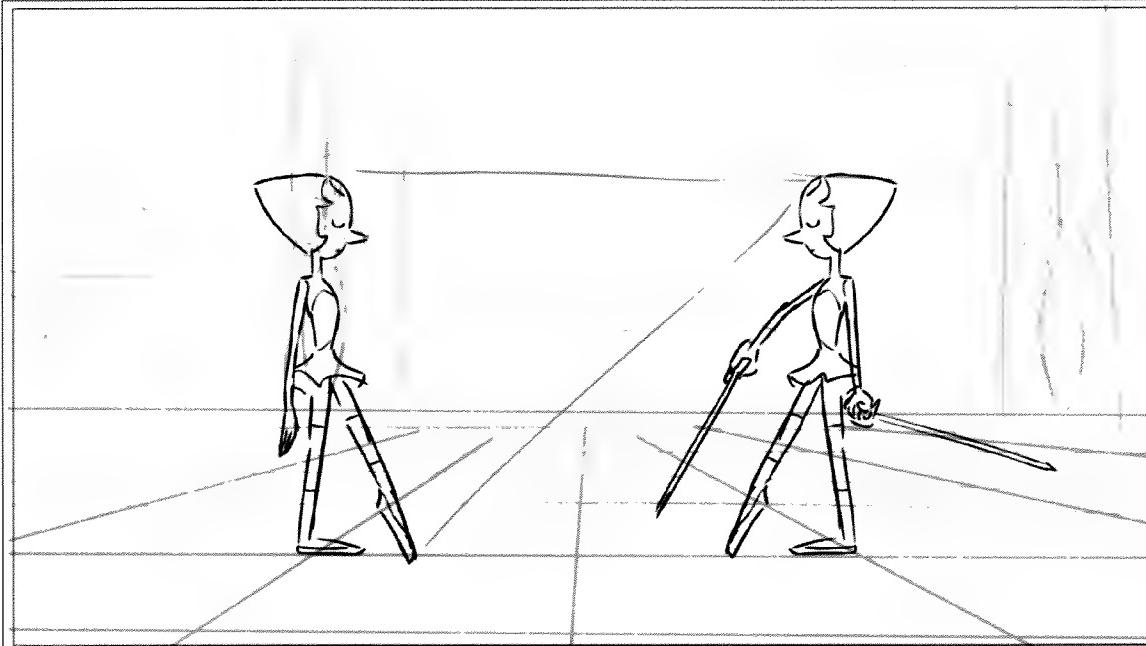
2.04

AUG 06 2015

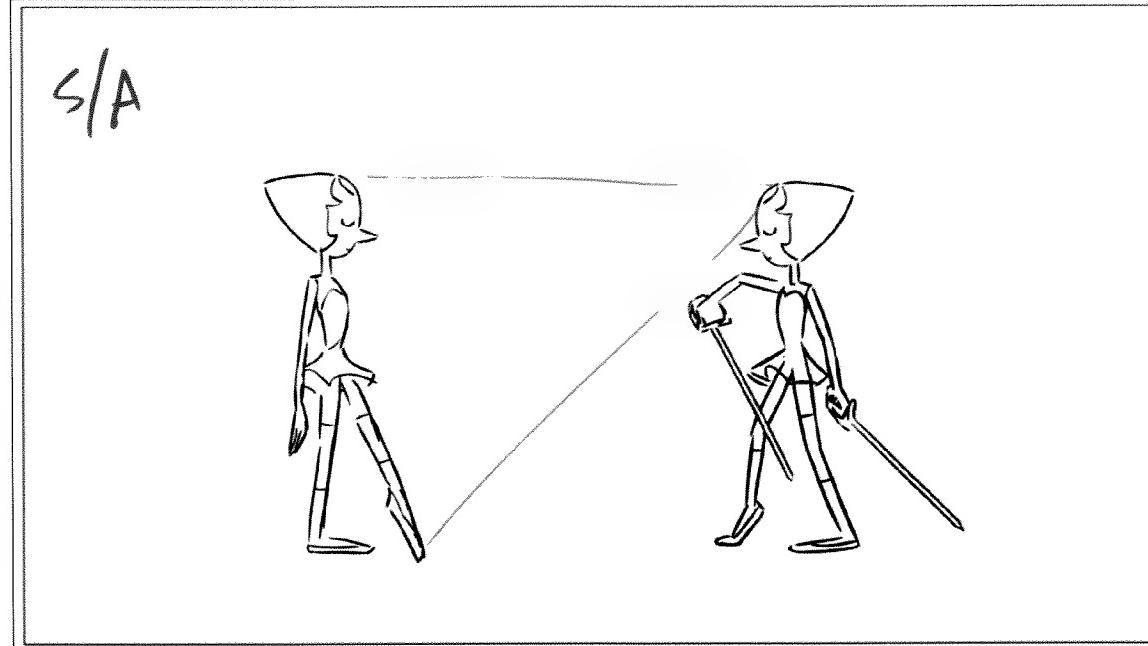
1020.013



Scene 28 Panel 1



Scene 28 Panel 2 cont



1020.013

Slugging
0.15

Action Notes
Pearl steps forward - putting her weight on her right foot.

Slugging
0.06

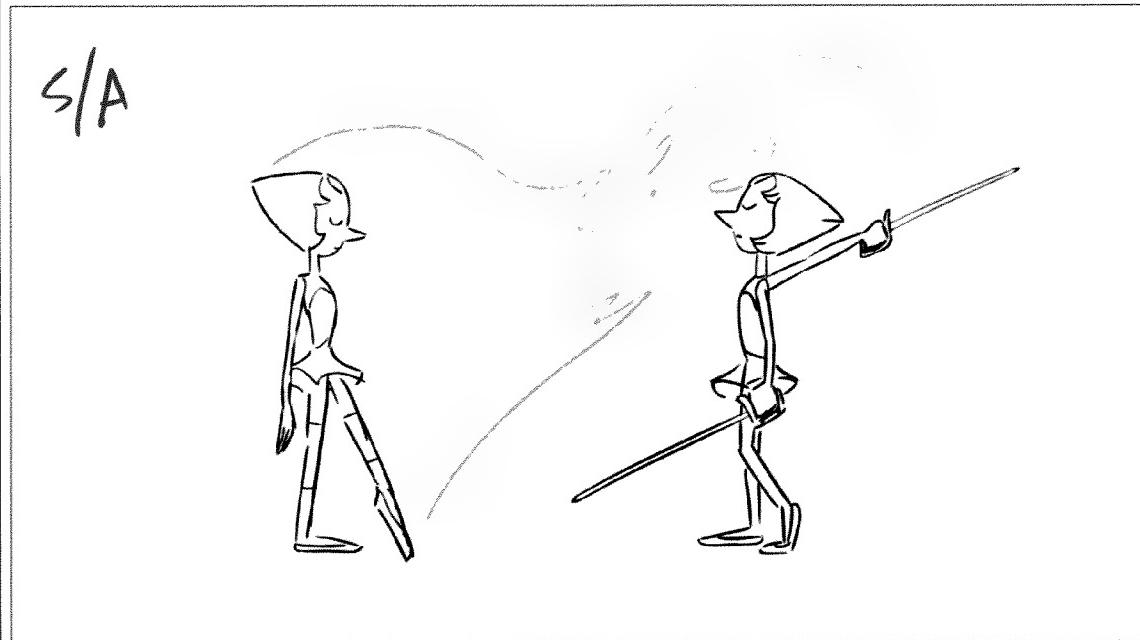
AUG 06 2013

1020.013

1020.013



Scene 28 Panel 3
CONT



Action Notes
Pearl elegantly cut the connecting light.

Slugging
0.04

Scene 29 Panel 1



Action Notes
The projection light is sucked back into Holo-Pearl.

Slugging
0.06

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1020.013

1020.013

1020.013



Scene

Panel

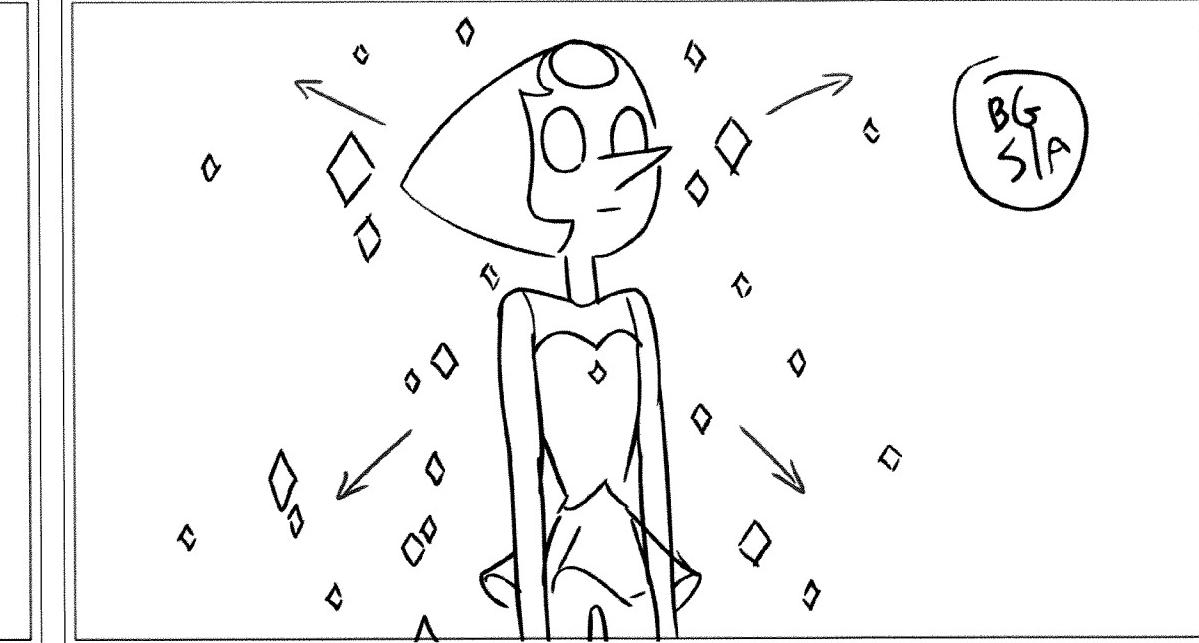
29 *cont*

Scene

29 *cont*

Panel

3

Slugging
0.08Action Notes
Holo-Pearl springs to life, sparkles fly off.Slugging
0.11

AUG 06 2013

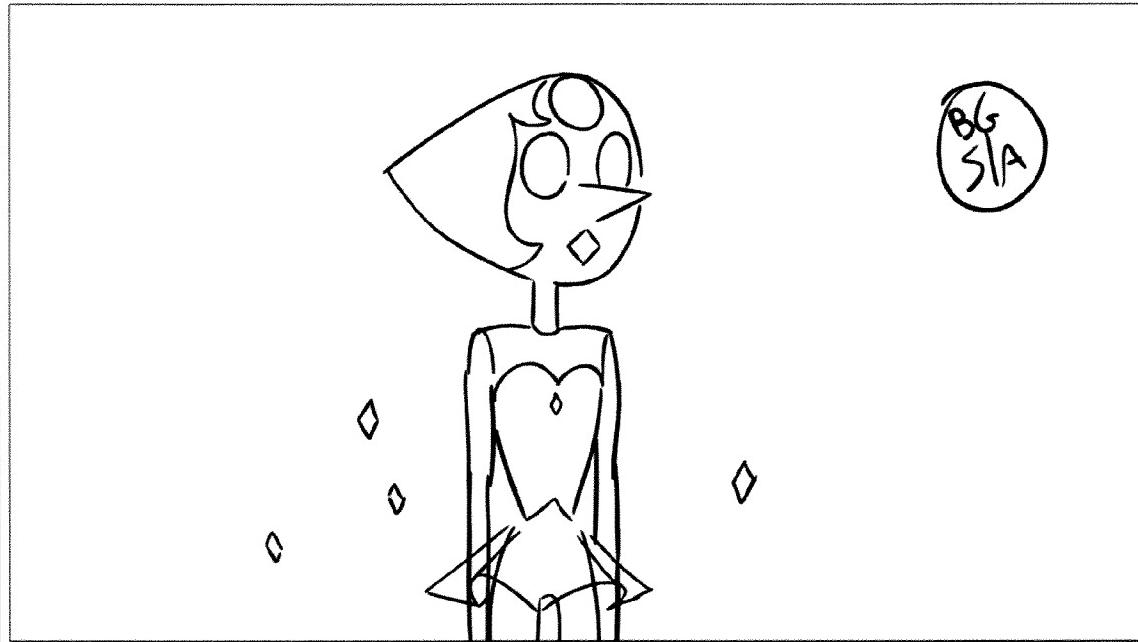
1020-013

1020 · 013

1020 · 013



Scene 29 Panel 4
CONT

**Dialogue**

HOLO-PEARL: Do you wish to engage in combat?

Action Notes

NO LIP SYNC on Holo-Pearl, she holds one mouth shape when speaking.

Slugging

3.08

Scene 30 Panel 1

**Dialogue**

PEARL: Let this be the...

Slugging

1.14

AUG 06 2013

1020.013

1020.013

1020.013



1020 . 013

Dialogue

PEARL: ...perfect -

Action Notes

Pearl tosses her spare sword forward.

Slugging

Panels 2 + 3 = 1.13

Dialogue

PEARL: -battle.

Action Notes

Pearl tosses her spare sword forward.

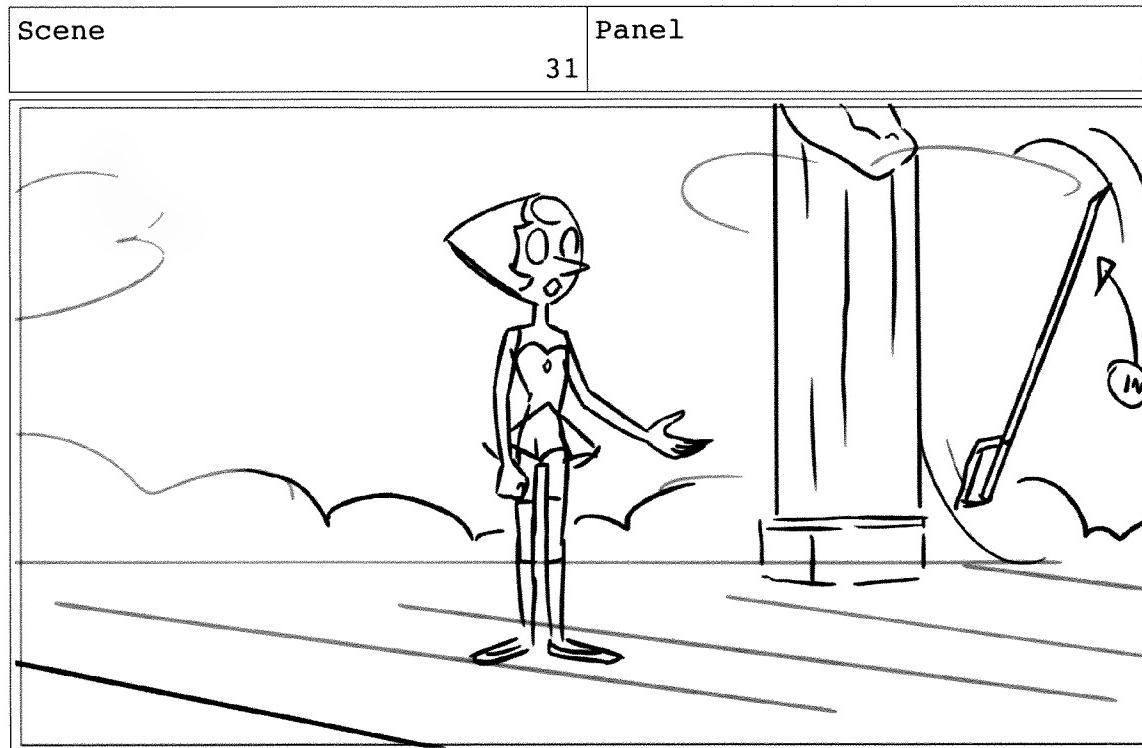
AUG 06 2013

1020 . 013

1020 . 013



1020 - 013



Dialogue

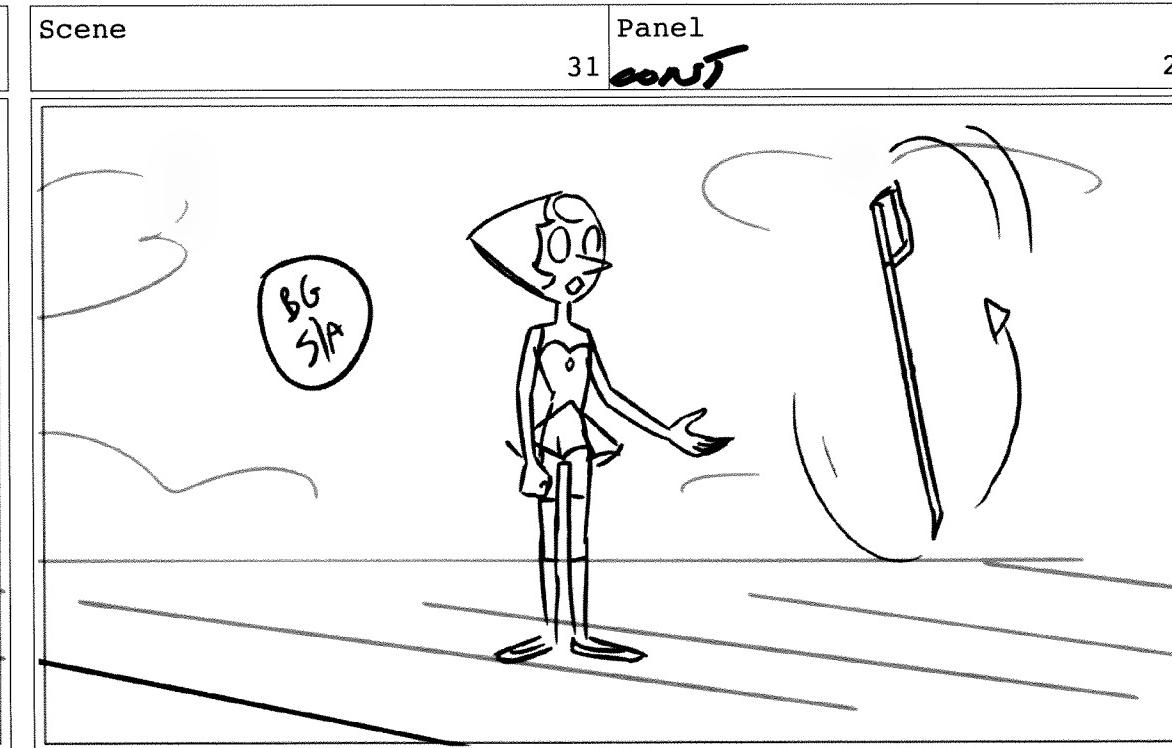
HP: You've -

Action Notes

Pearl's spare sword spins IN towards Holo-Pearl.

Slugging

Panels 1 to 3 = 0.13



Dialogue

HP: -already...

Action Notes

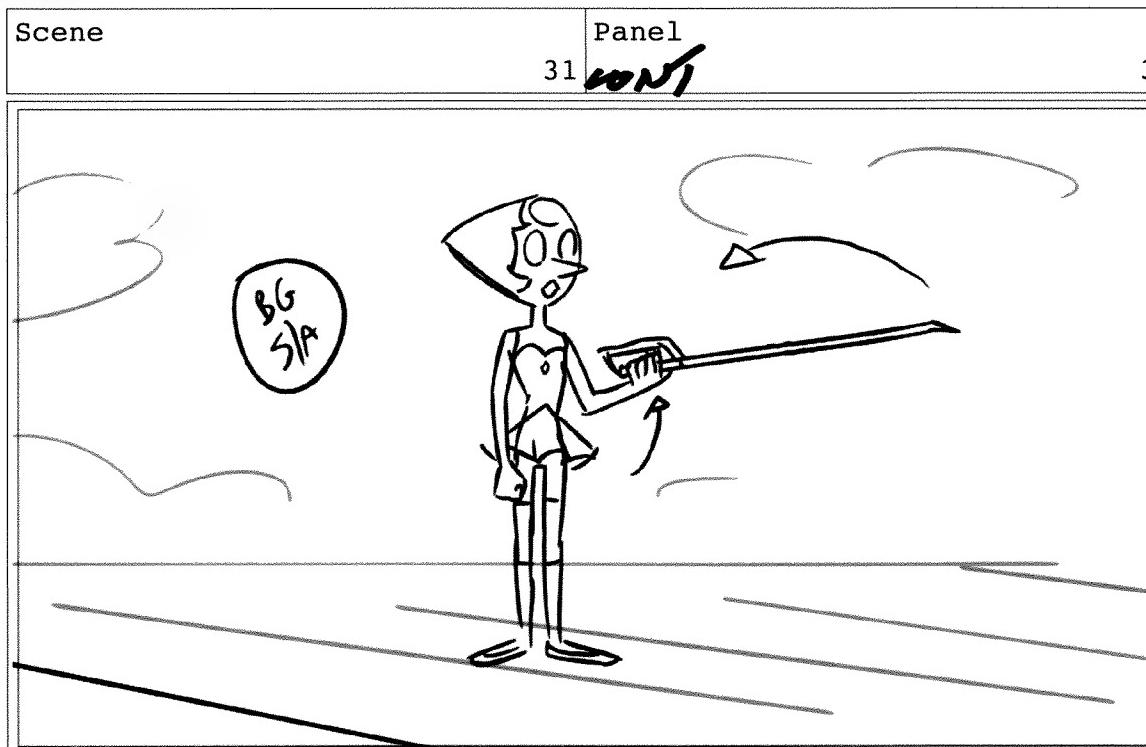
Pearl's spare sword spins IN towards Holo-Pearl.

AUG 06 2008

1020.013

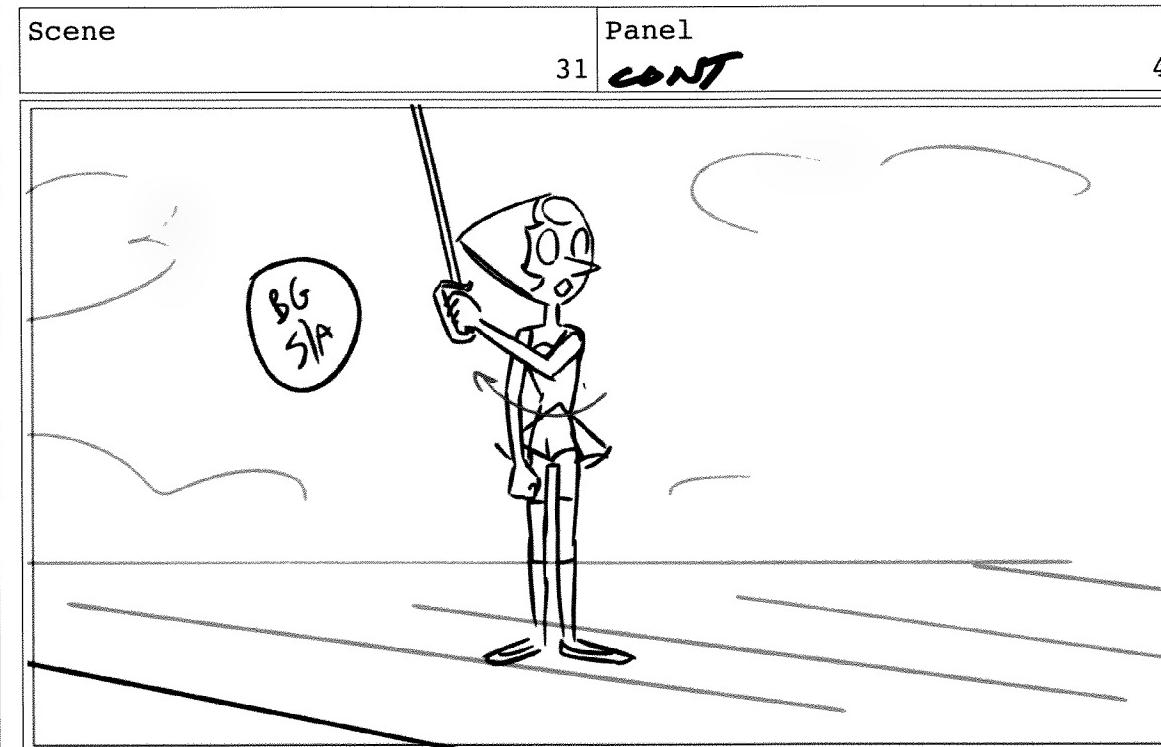


1020 . 013



Dialogue
HP: ...made a-

Action Notes
Pearl's spare sword spins IN towards Holo-Pearl.



Dialogue
HP: - mistake...

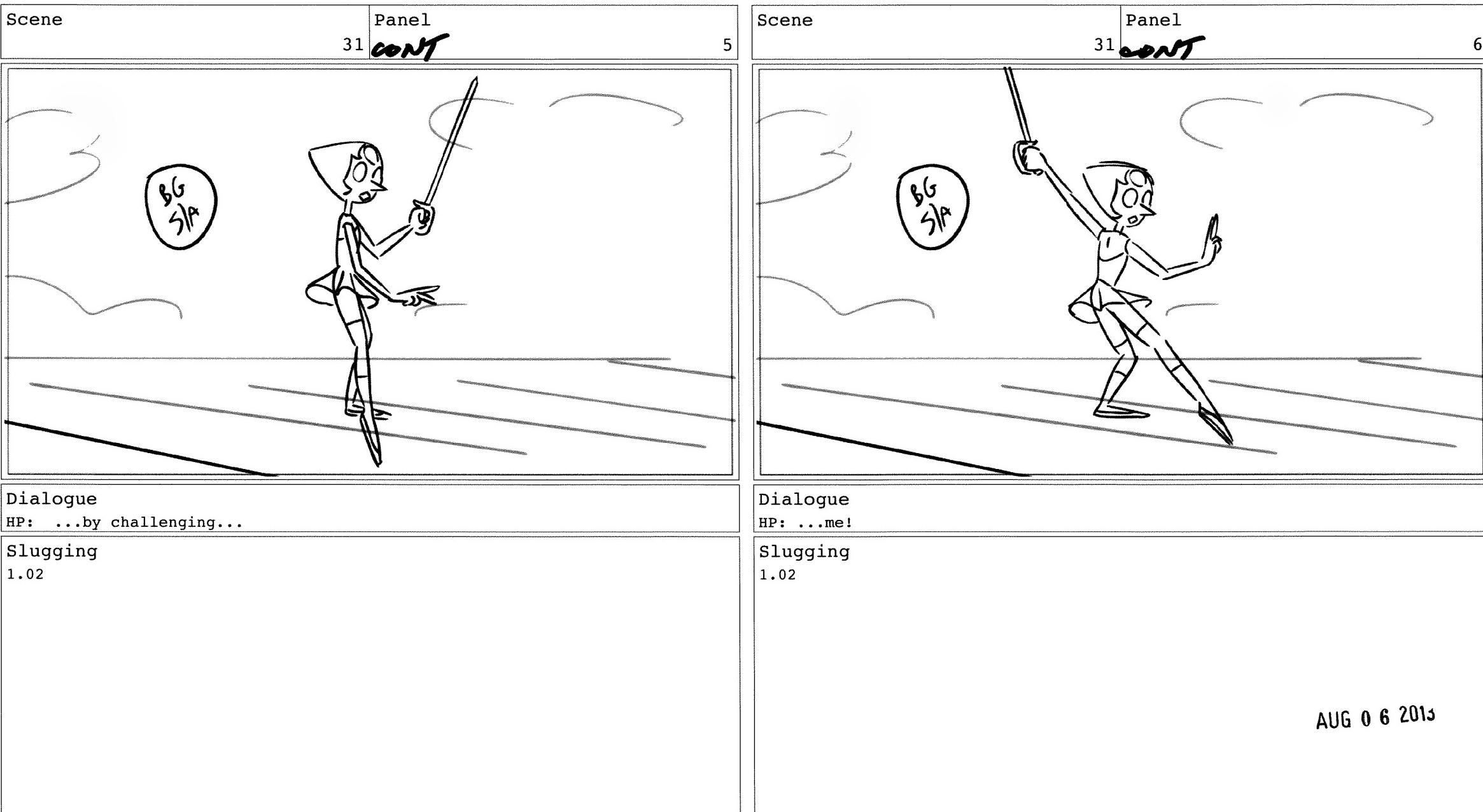
Action Notes
Holo-Pearl catches the sword unflinchingly.

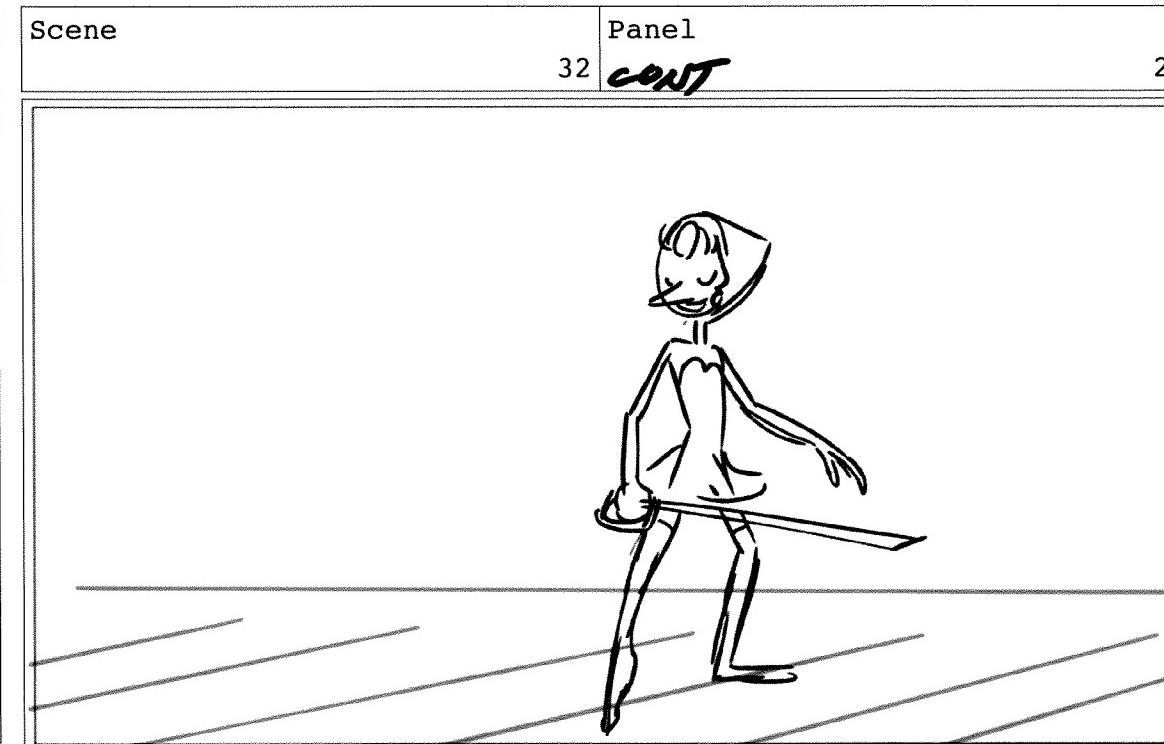
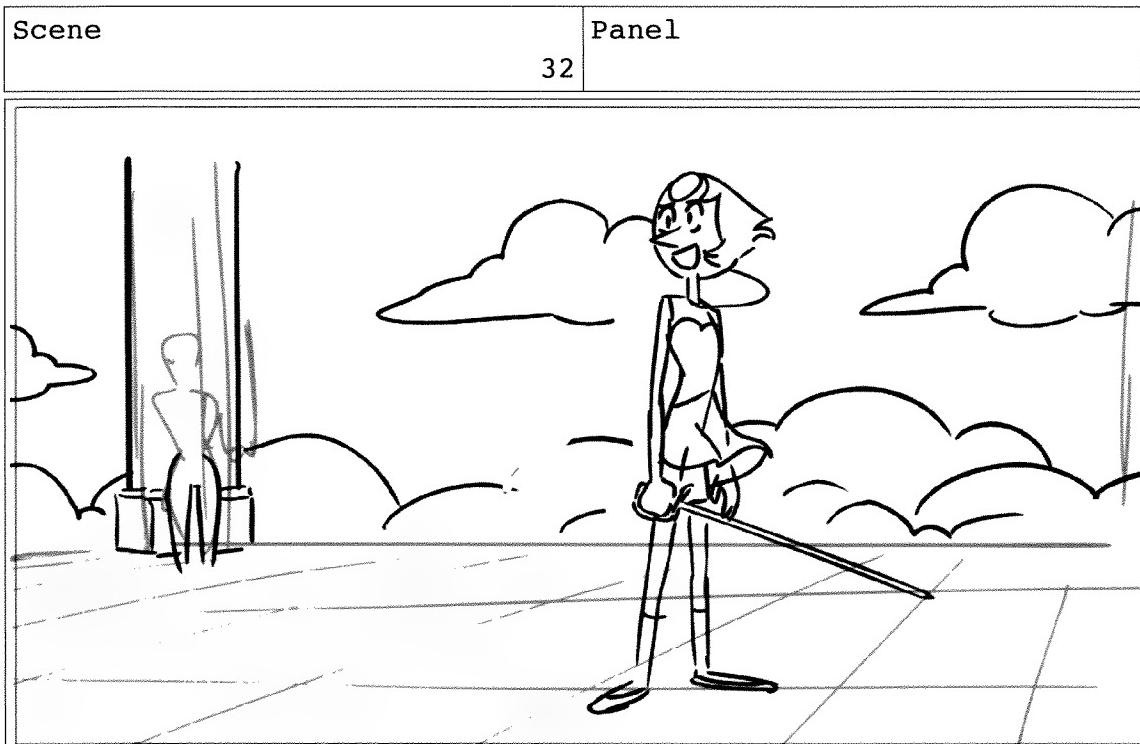
Slugging
1.13

AUG 06 2013

1020 . 013

1020 . 013





Dialogue
PEARL: HA!

Slugging
1.07

Dialogue
PEARL: We shall...

Slugging
1.04

AUG 06 2015

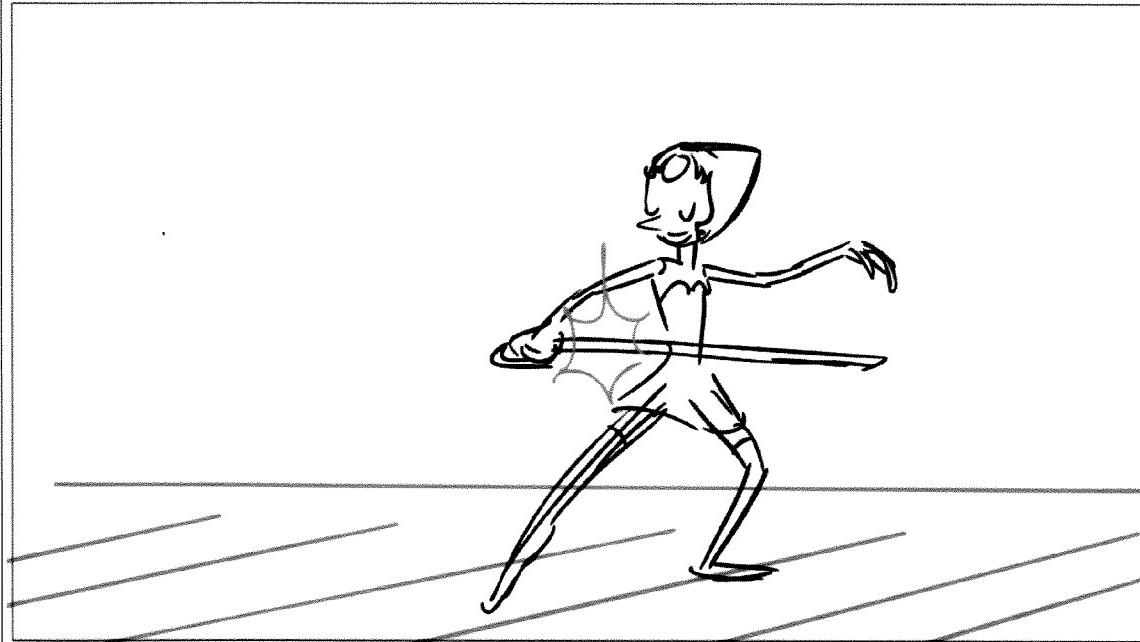
1020.013

1020.013

1020.013



Scene 32 Panel 32 *cont*

**Dialogue**

PEARL: ...let our...

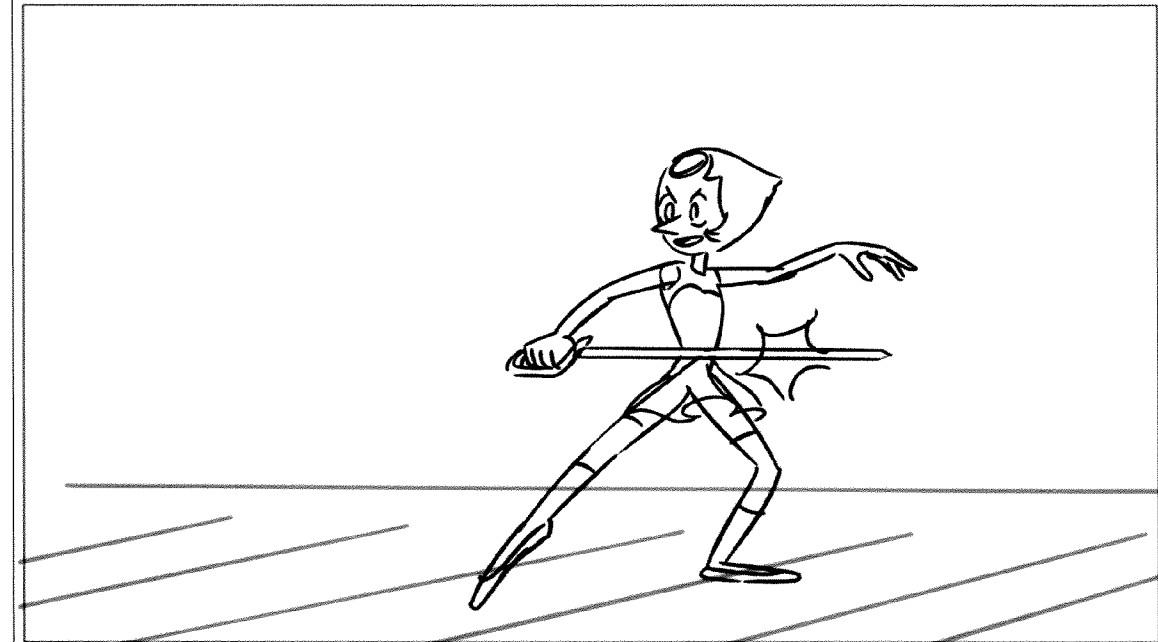
Action Notes

A shimmer of light reflects down the length of her blade as she raises the sword.

Slugging

0.14

Scene 32 Panel 32 *cont*

**Dialogue**

PEARL: ...swords decide.

Slugging

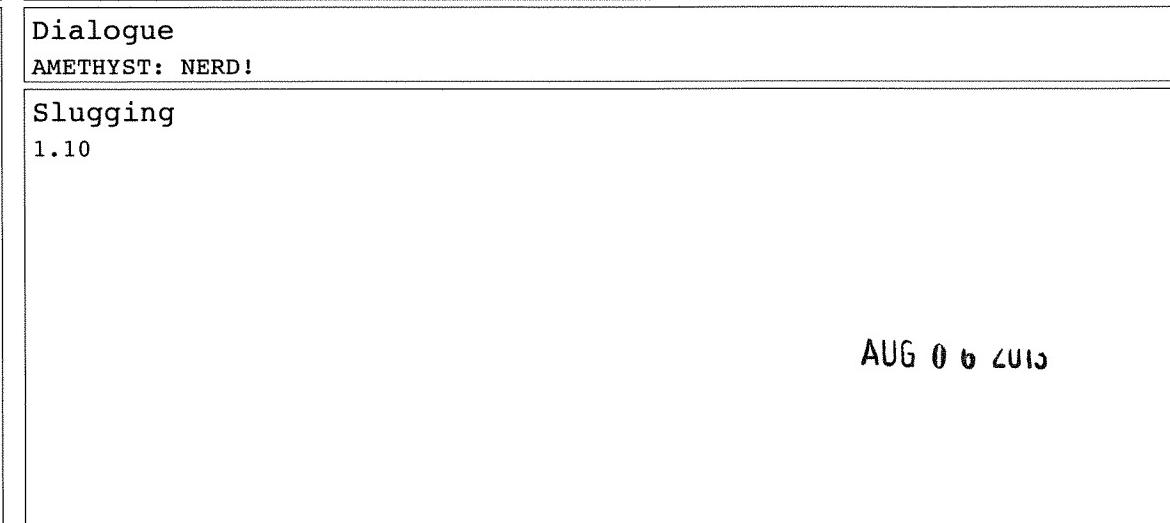
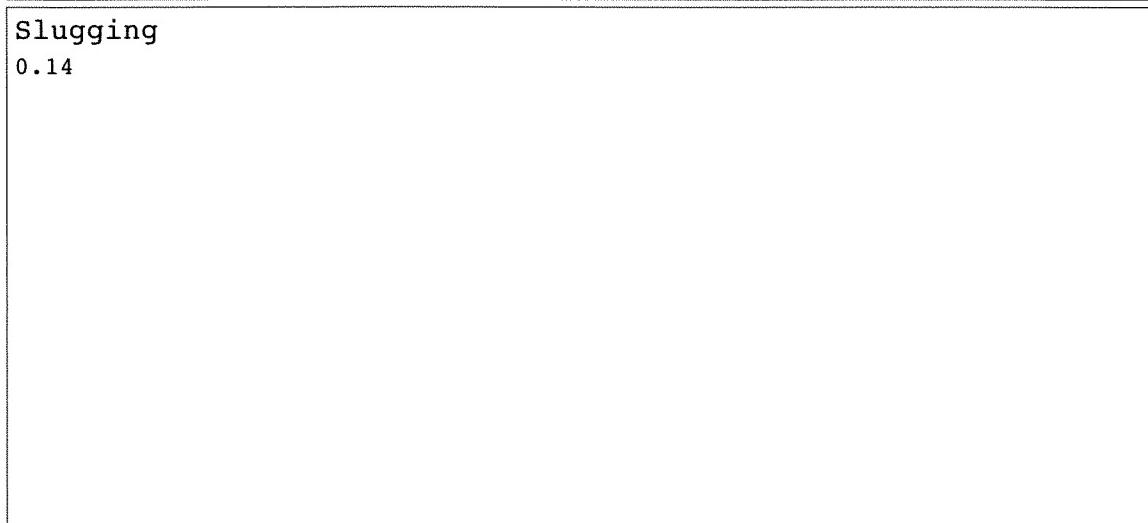
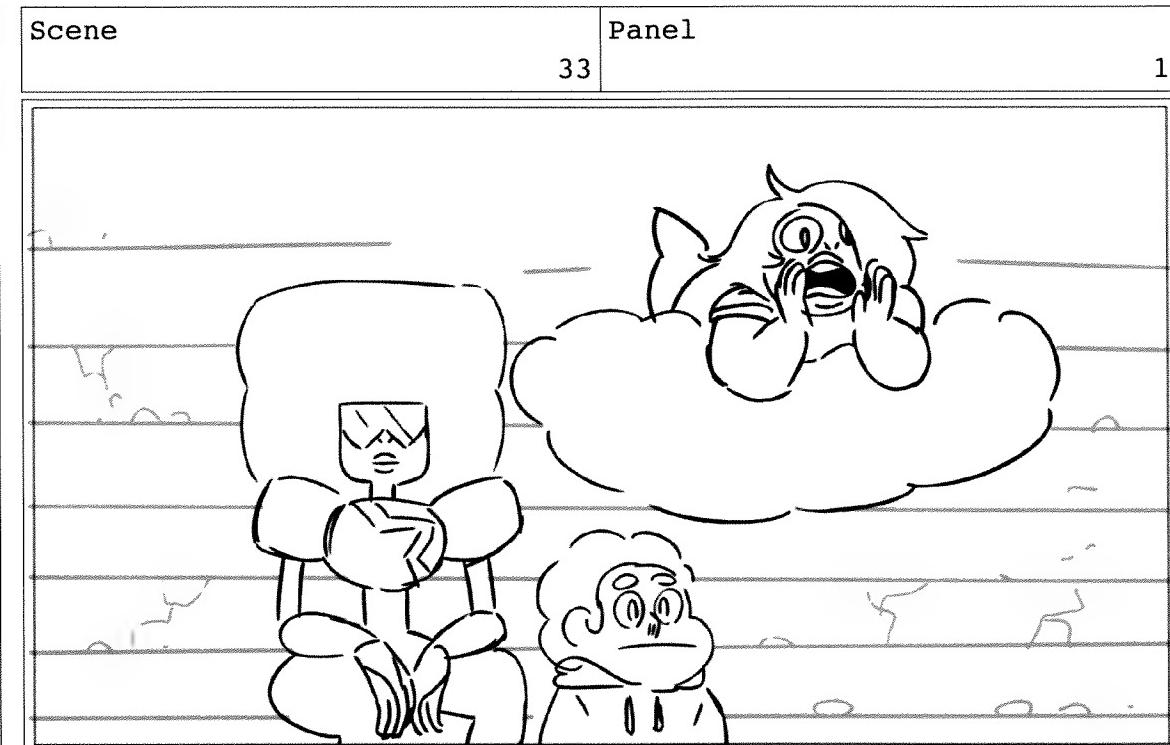
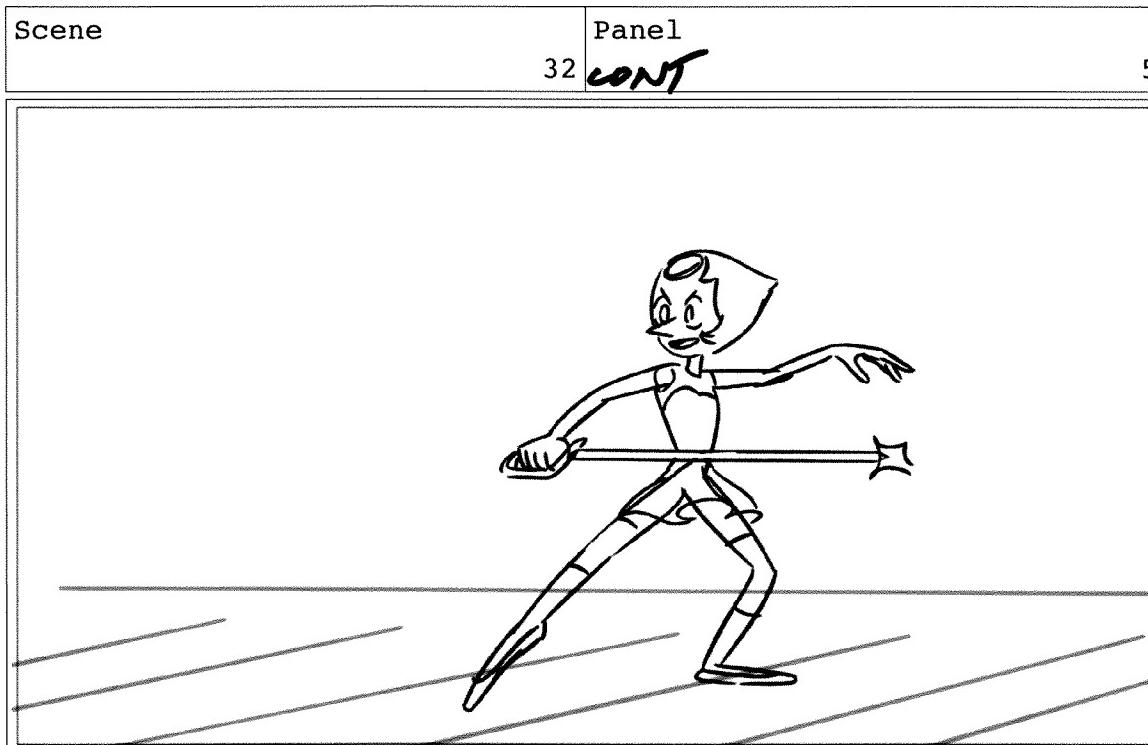
0.09

AUG 06 2013

1020.013

1020.013

1020.013



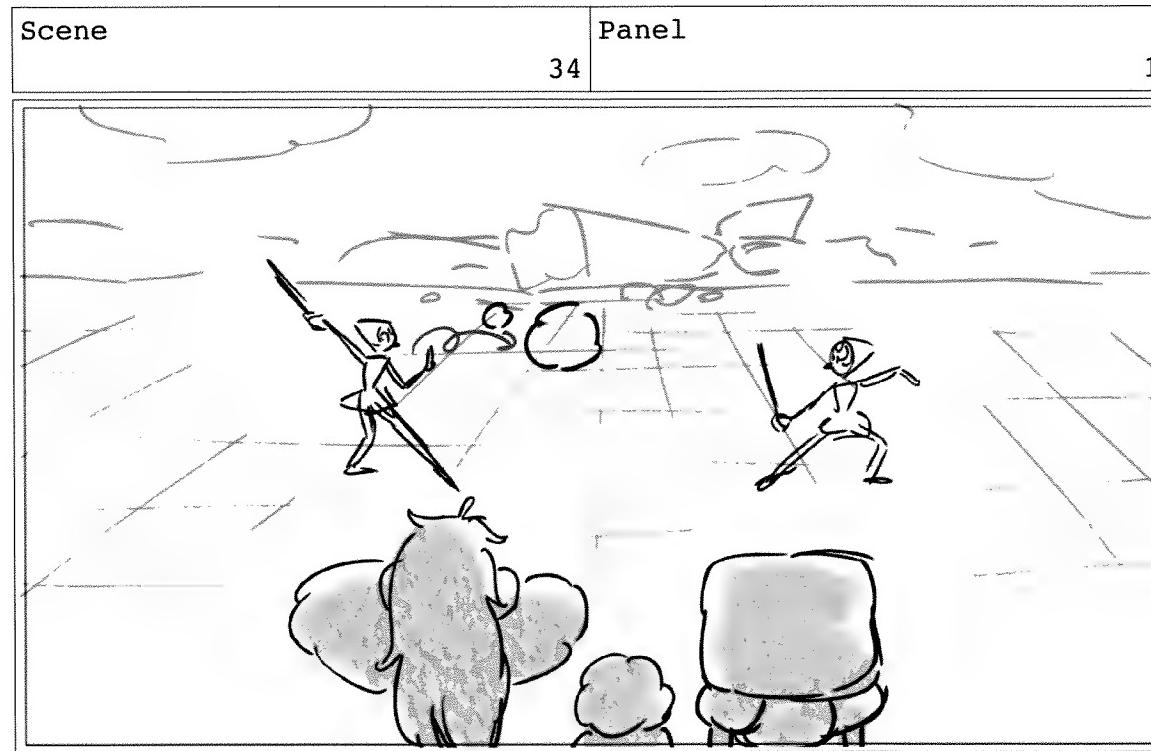


1020.013



Dialogue
GARNET + STEVEN: SHHHHHHHHHHHH!!

Slugging
1.06



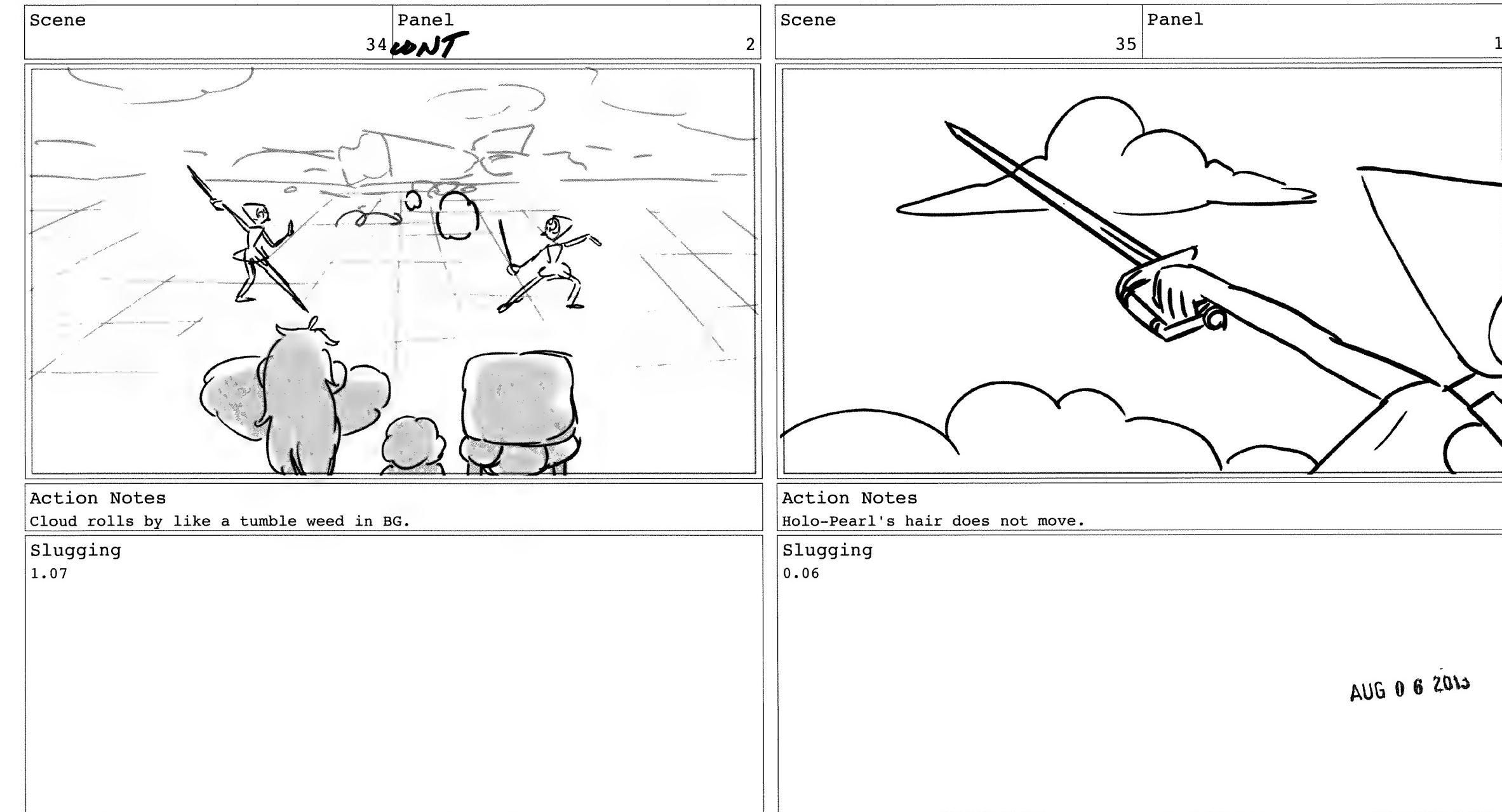
Action Notes
Cloud rolls by like a tumble weed in BG.

Slugging
1.00

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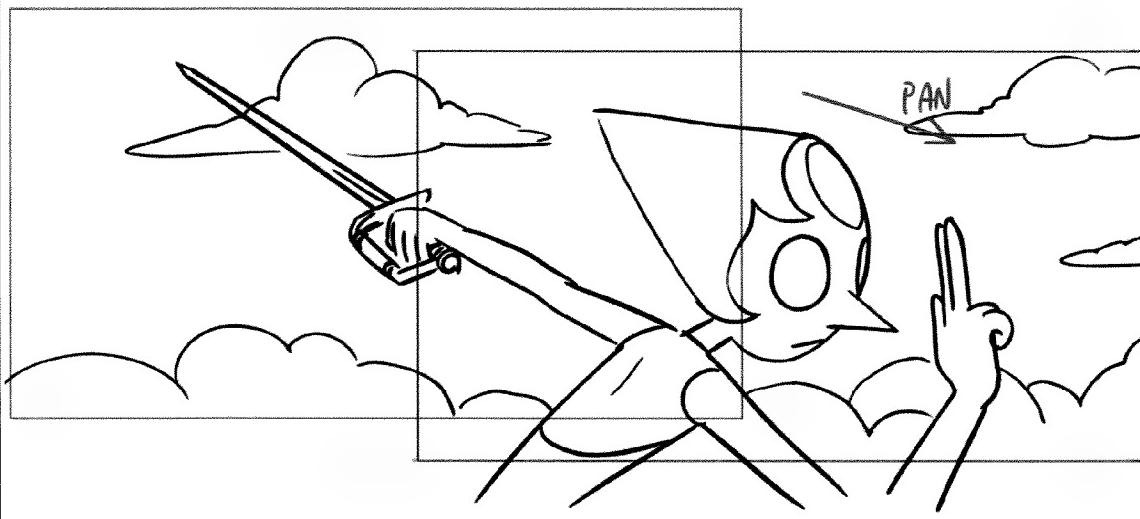
1020.013

1020.013





Scene 35 Panel 2
35 *cont*

**Action Notes**

Camera ADJ SE - screen right.

Slugging

ADJ: 0.10

Then HOLD: 0.10

Scene 35 Panel 3
35 *cont*

**Dialogue**

HP: Commencing Duel.

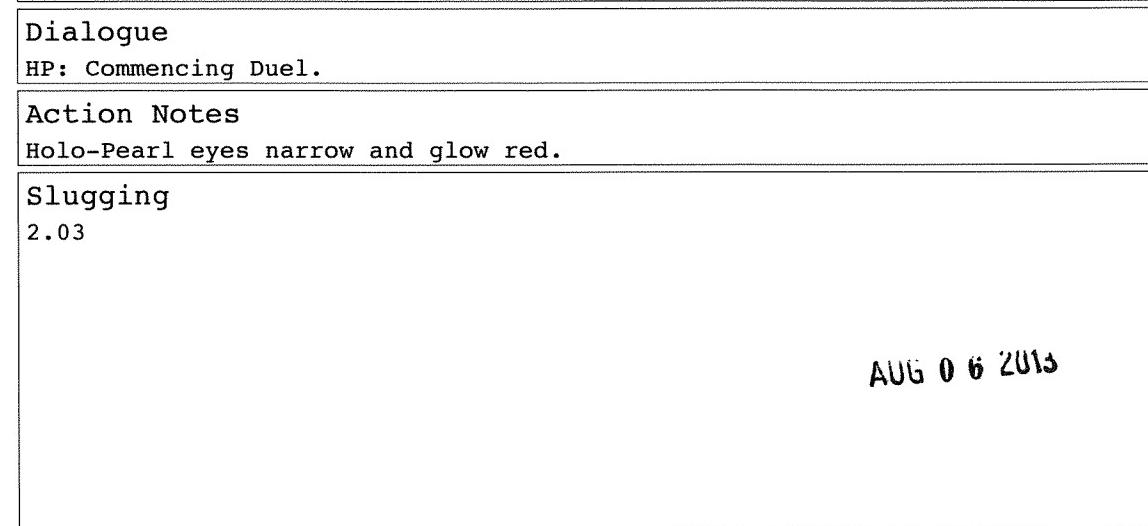
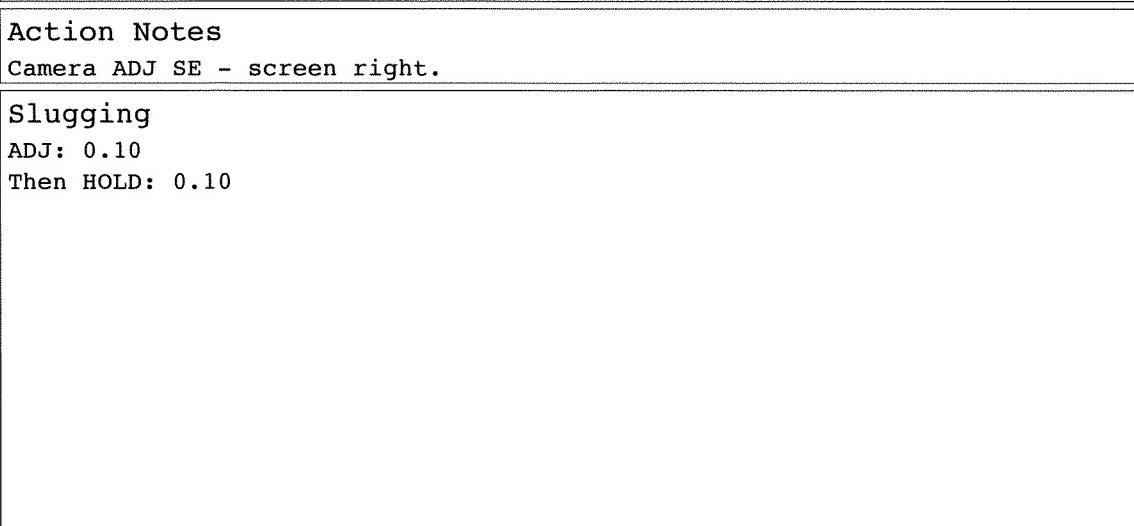
Action Notes

Holo-Pearl eyes narrow and glow red.

Slugging

2.03

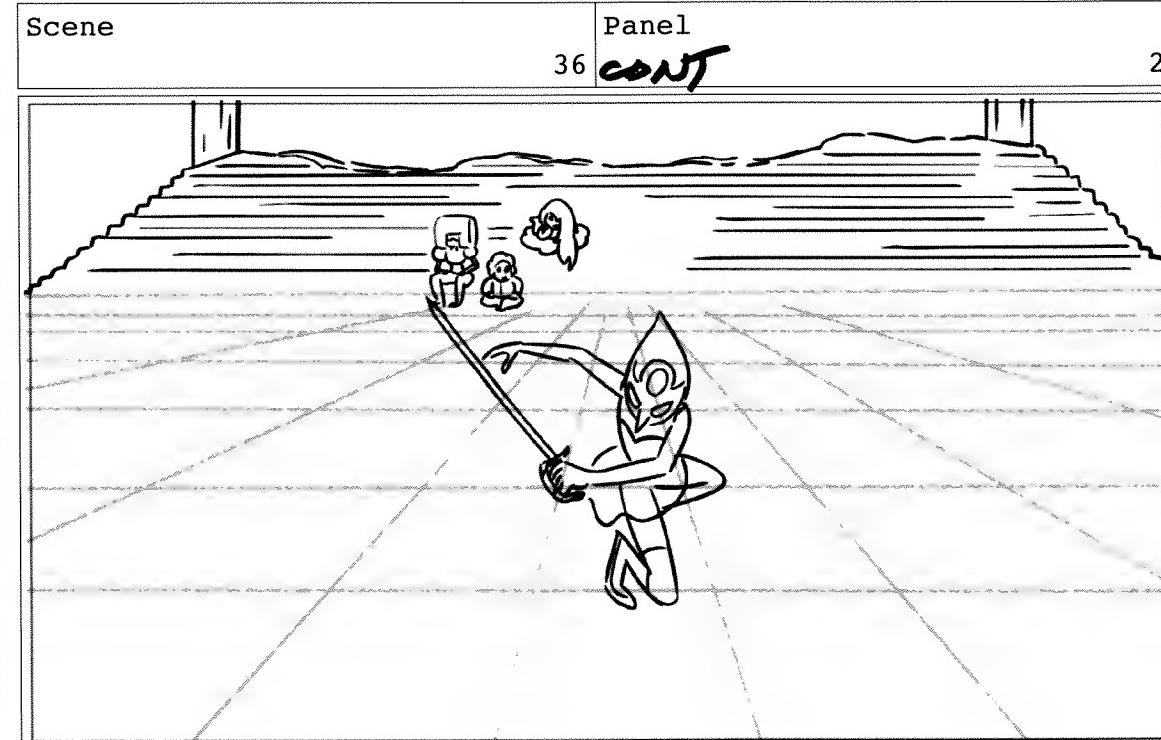
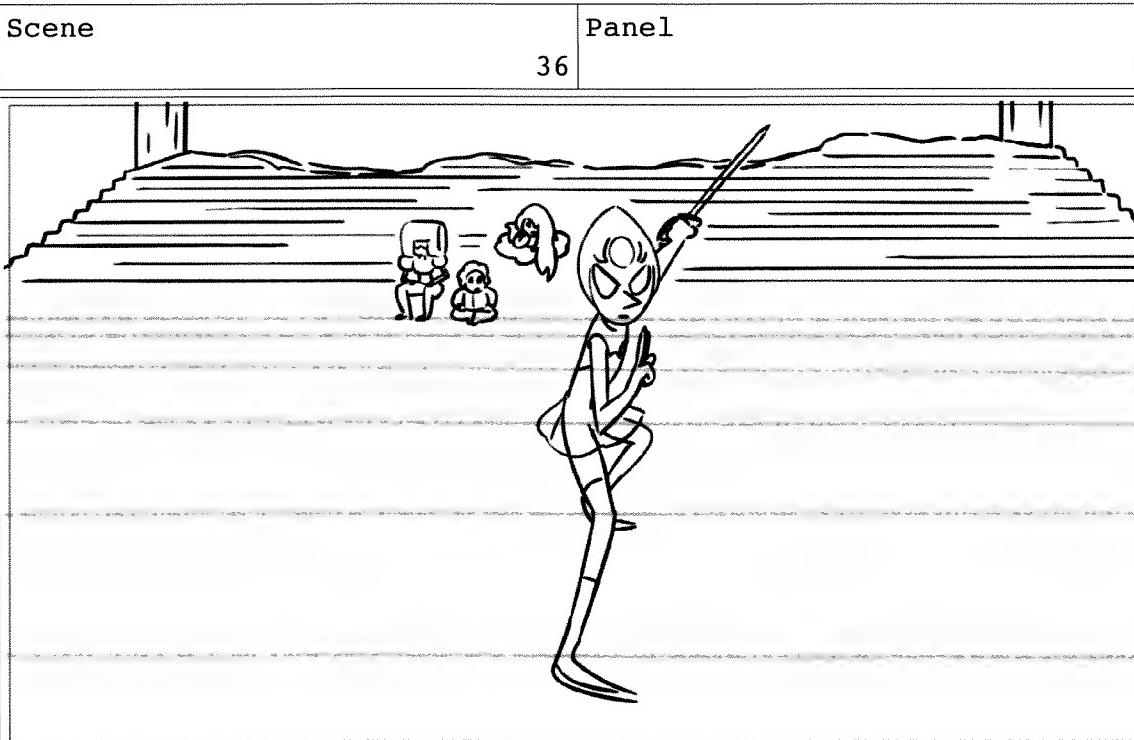
AUG 06 2015



1020.013

1020.013

1020.013

**Action Notes**

BG moves back as Holo-Pearl flys forward towards camera.

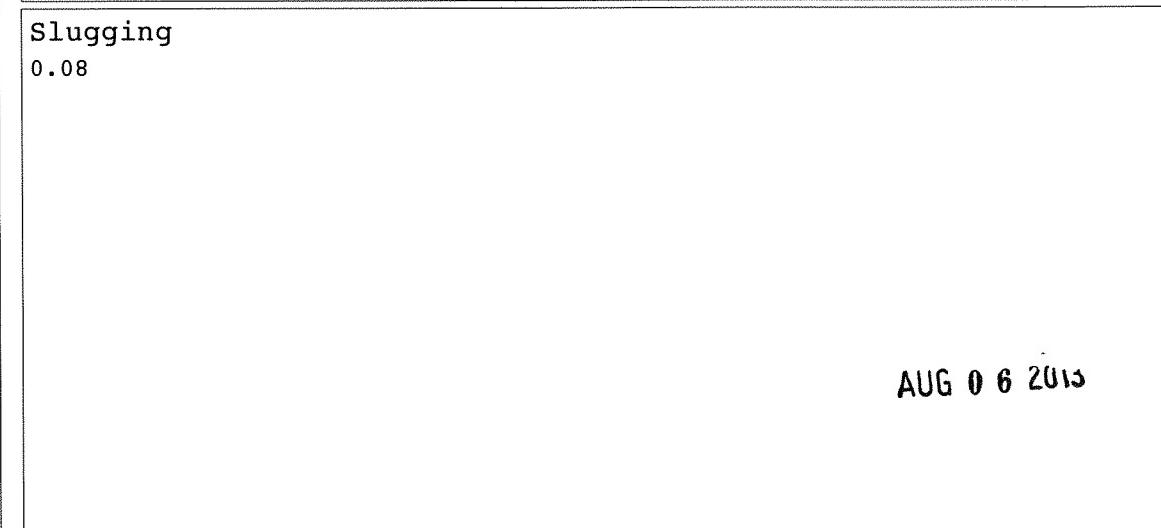
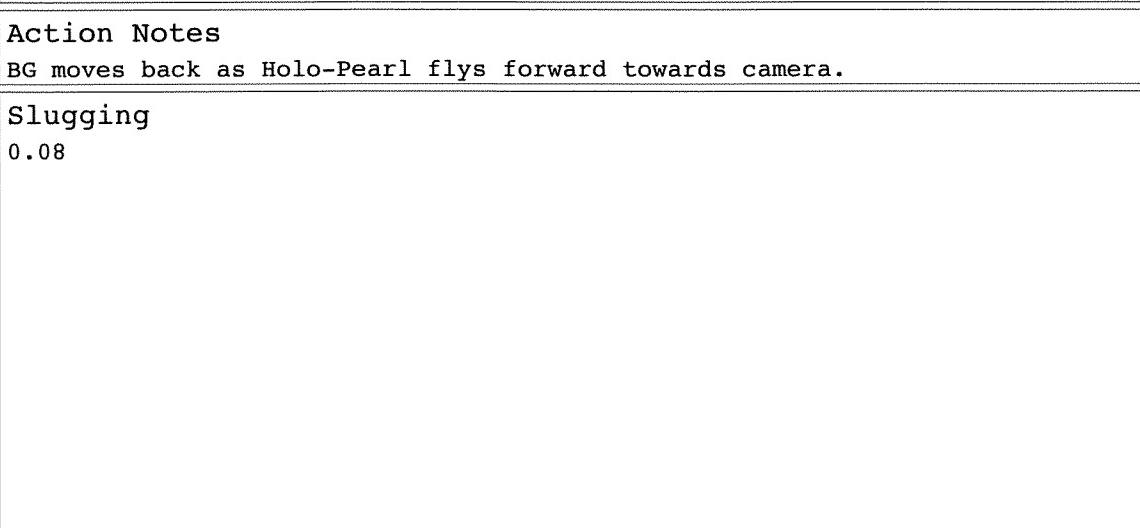
Slugging

0.08

Slugging

0.08

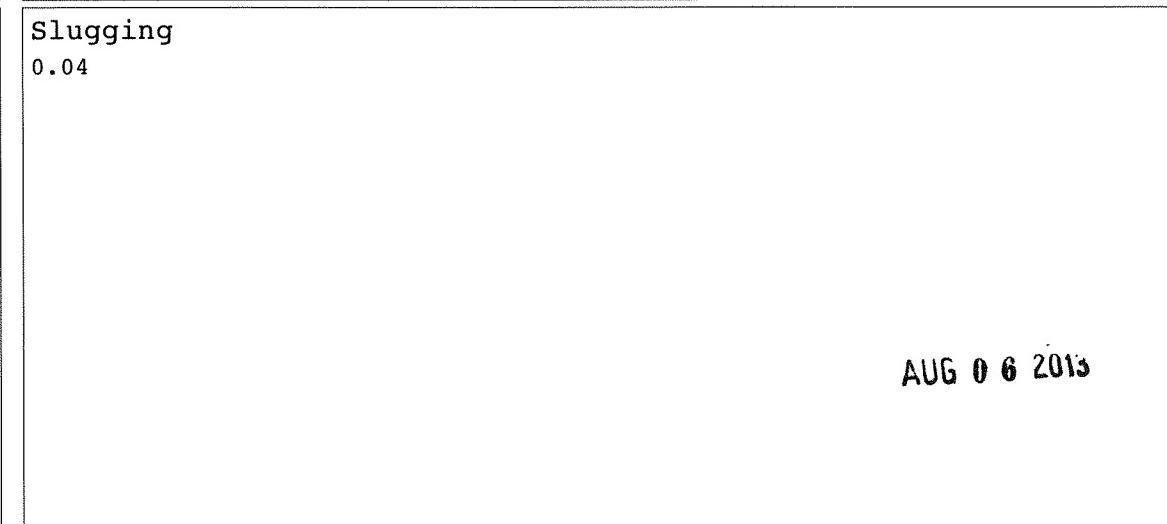
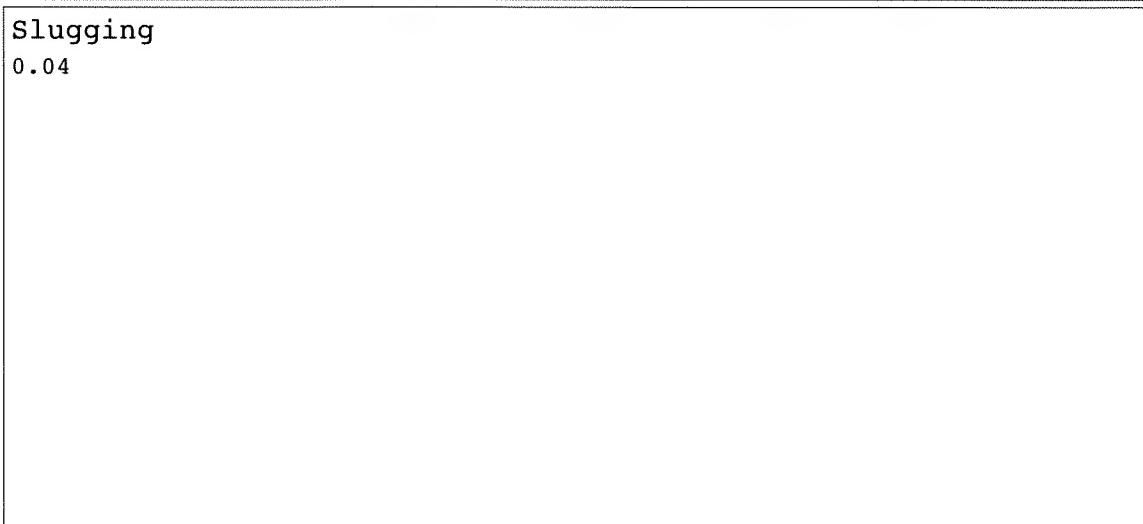
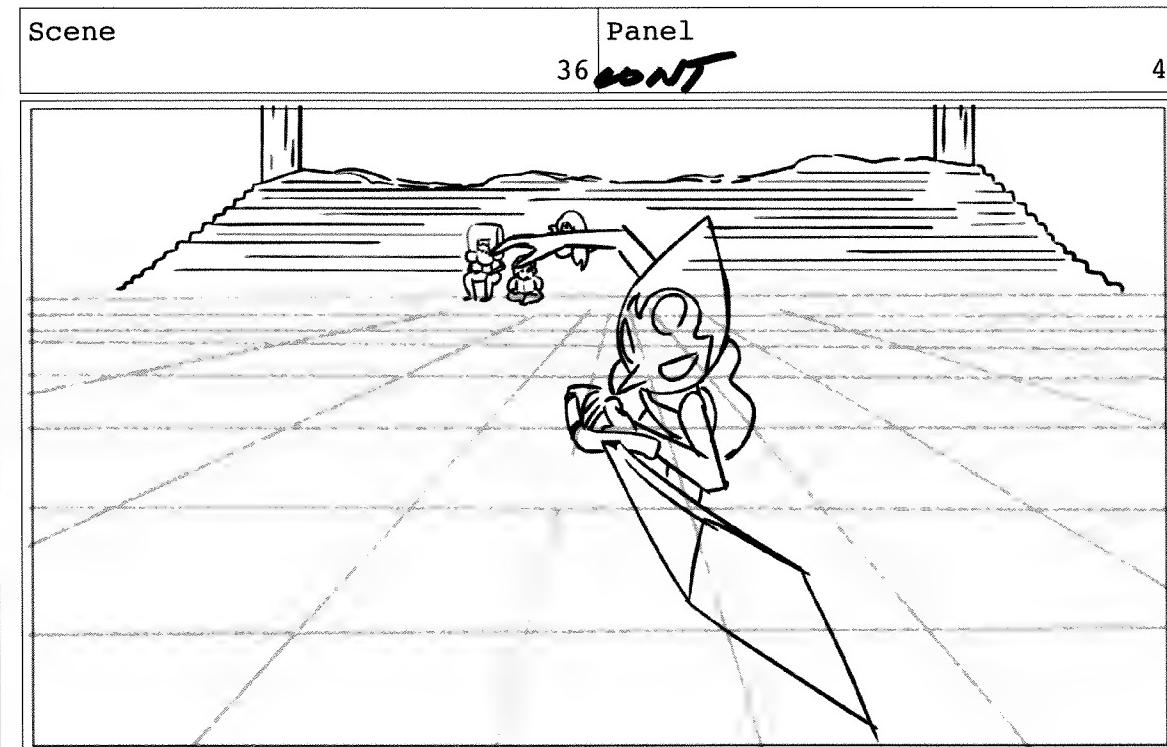
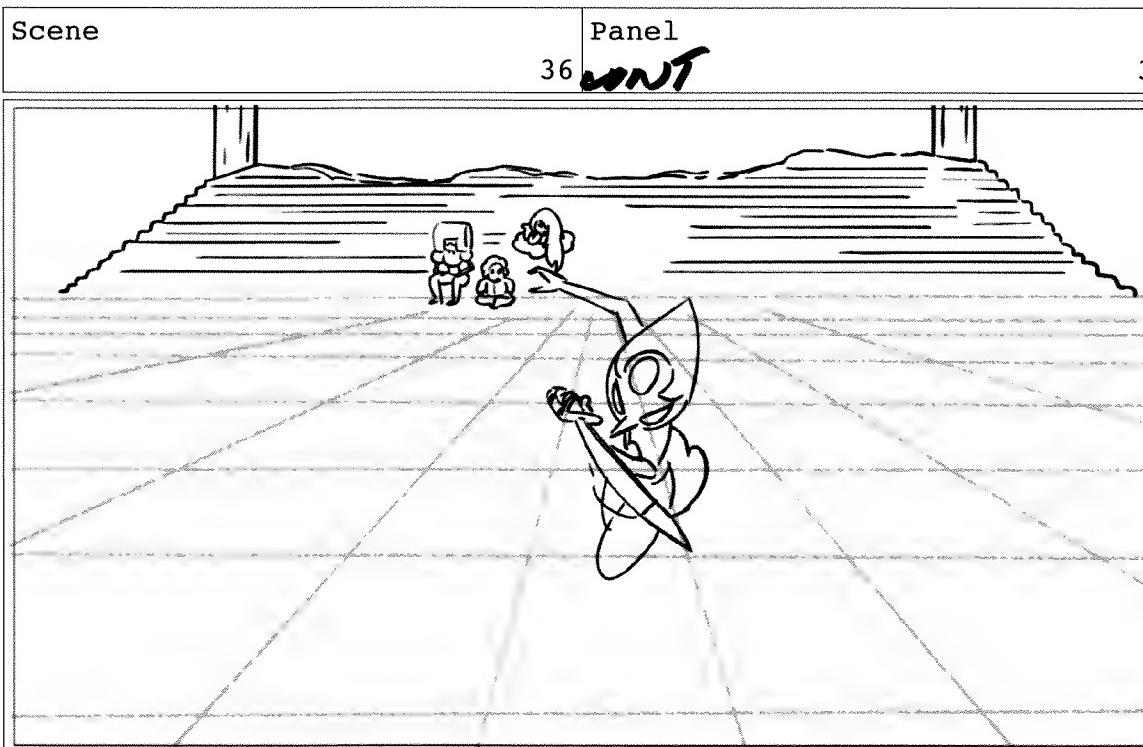
AUG 06 2013



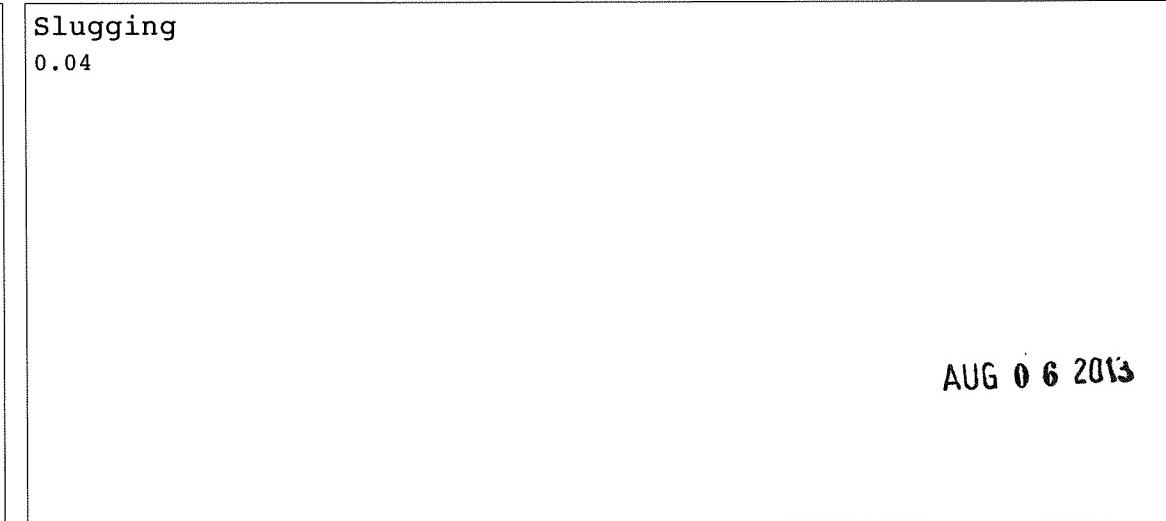
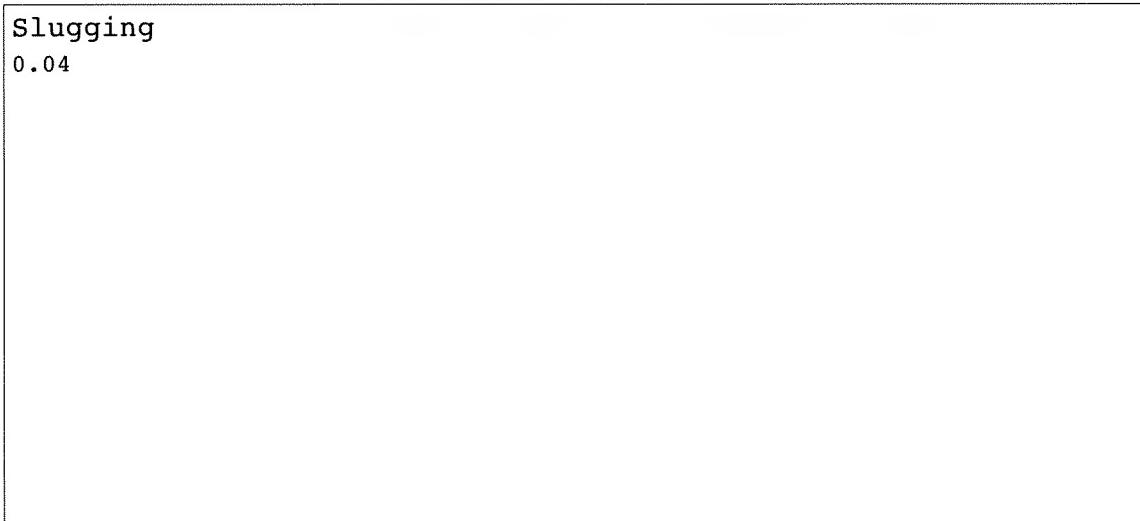
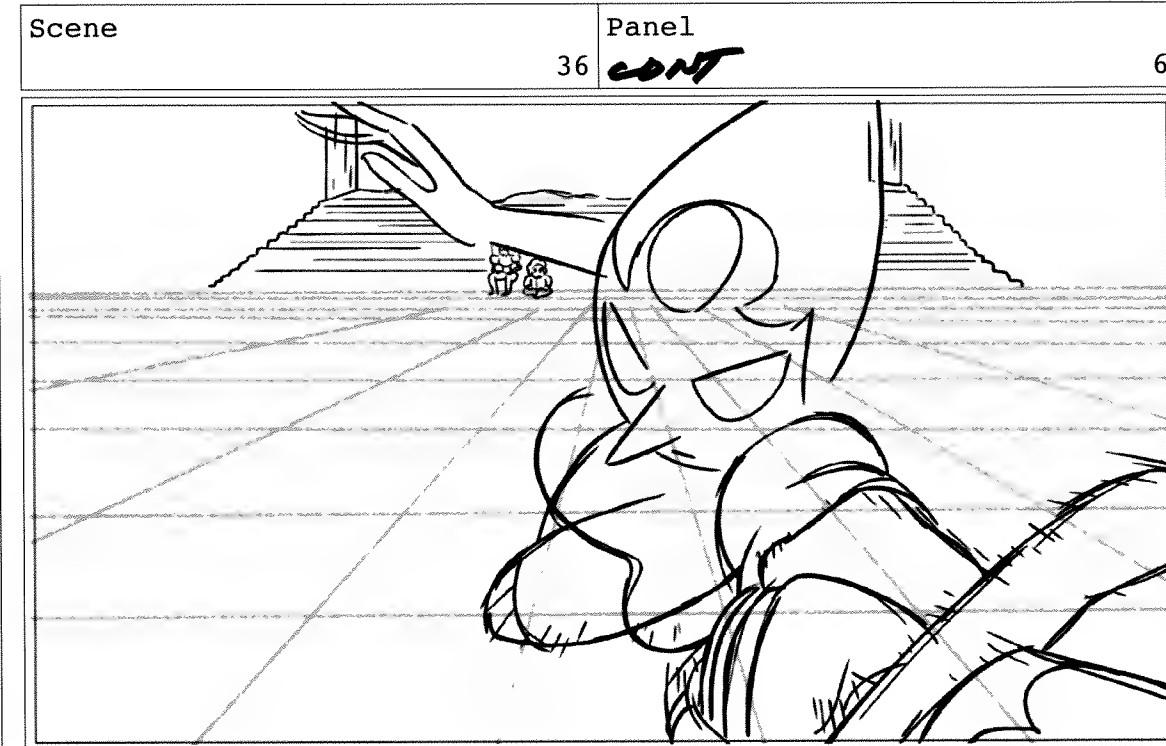
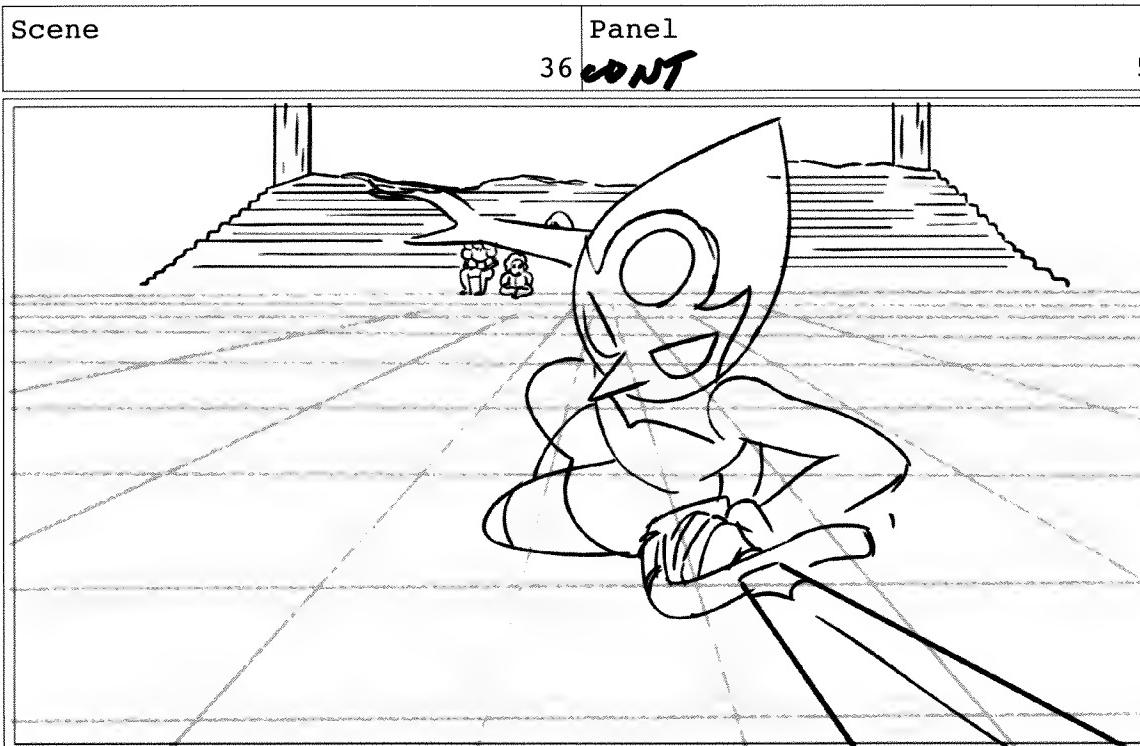
1020 - 01.3

1020 . 013

1020 . 013



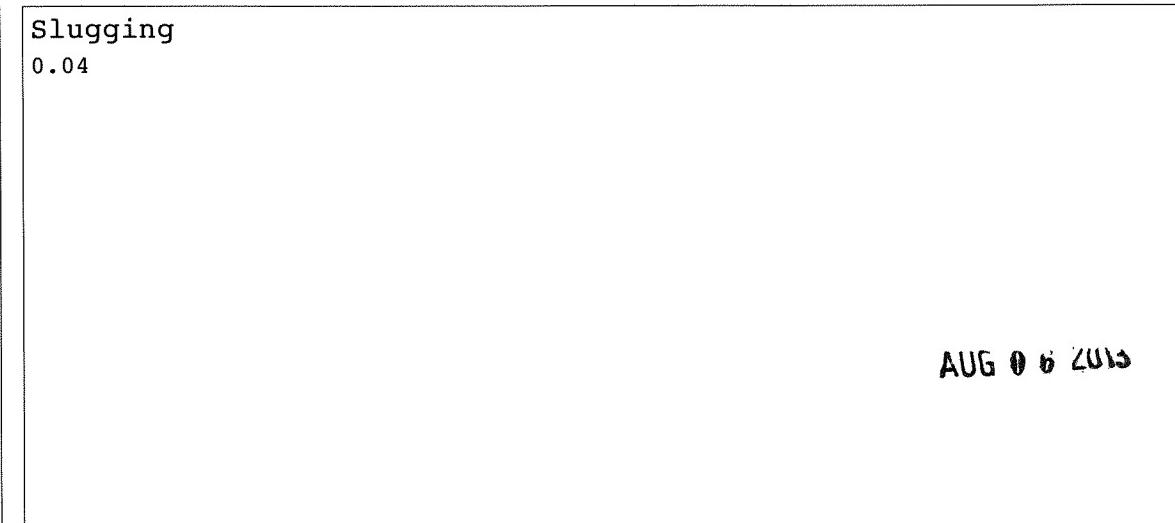
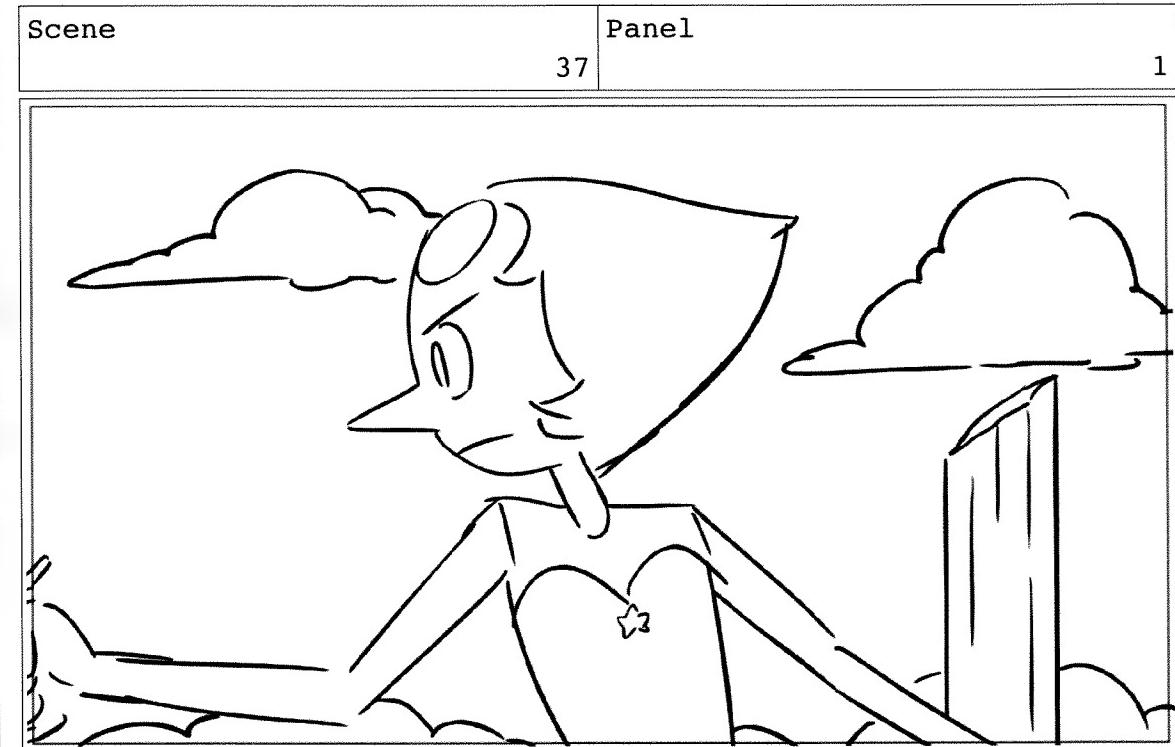
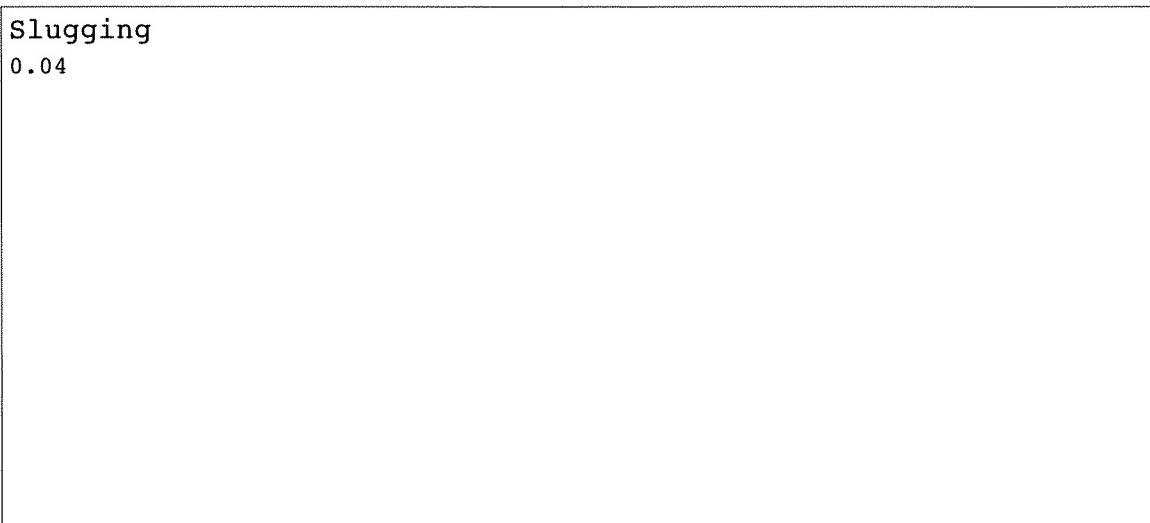
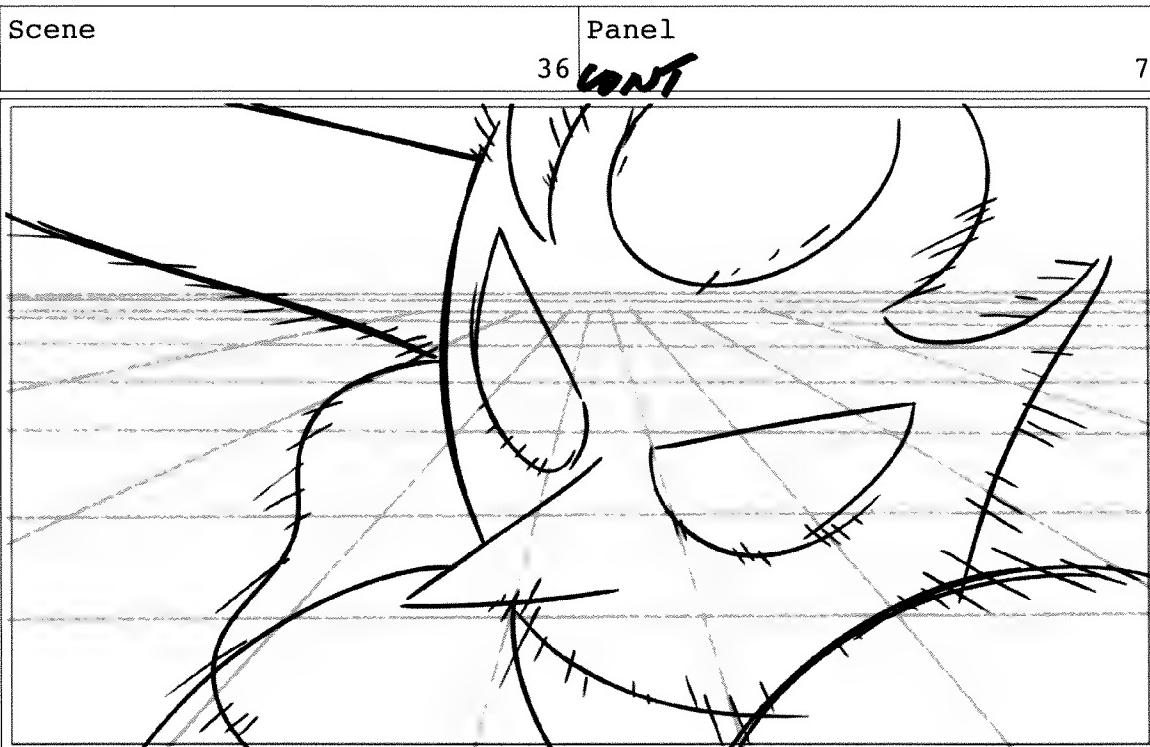
1020 - 013



1020 . 013

1020 . 013

1020 . 013



1020.013

1020.013

1020 - 01,3

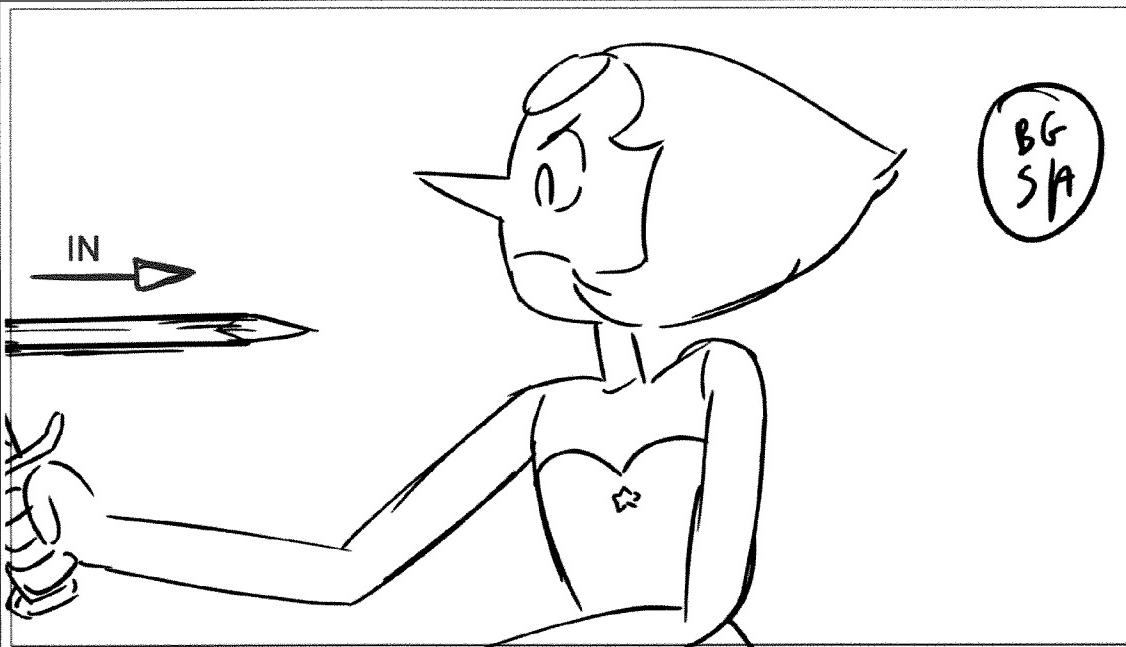


Scene

Panel

37 *CONT*

2



Action Notes

Holo-Pearl sword IN.

Slugging

0.02

Scene

Panel

37 *CONT*

3



Slugging

0.04

AUG 06 2013

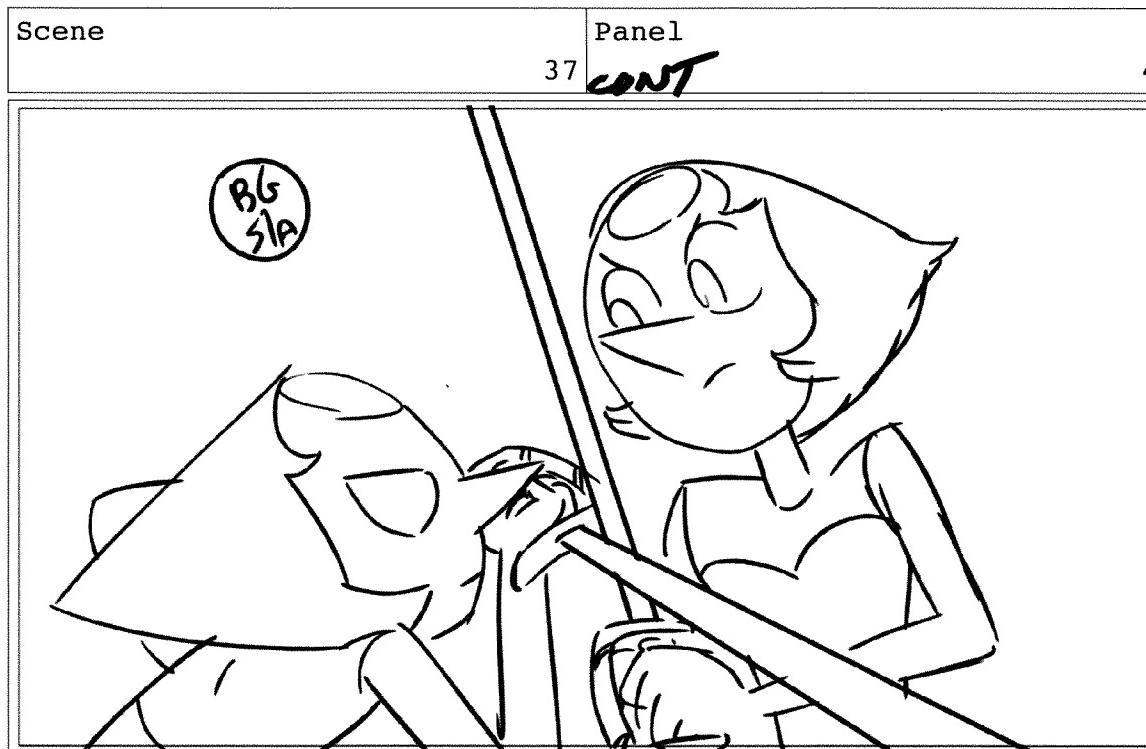
1020.013

1020.013

1020.013

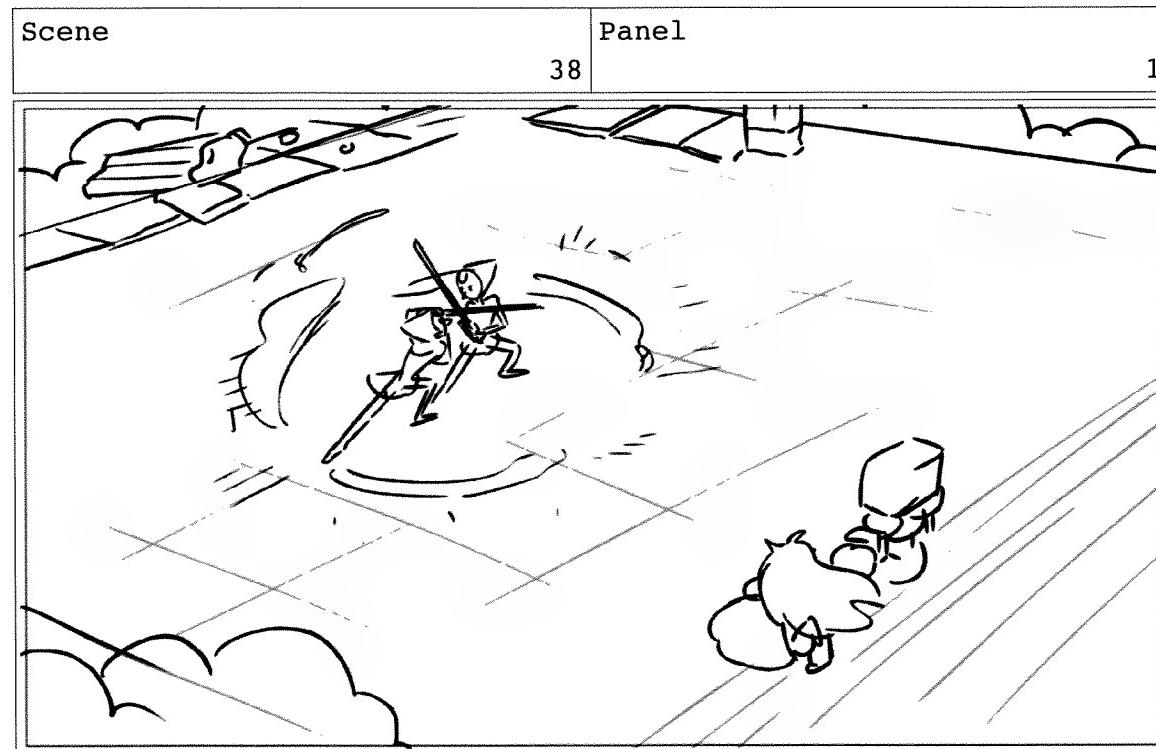


1020.013



Action Notes
They lock swords like Lady Eboshi and San in "Princess Monoke".

Slugging
0.04



Action Notes
A shock wave explodes off of them, picking up dust.

Slugging
0.06

AUG 06 2010

1020.013

1020.013



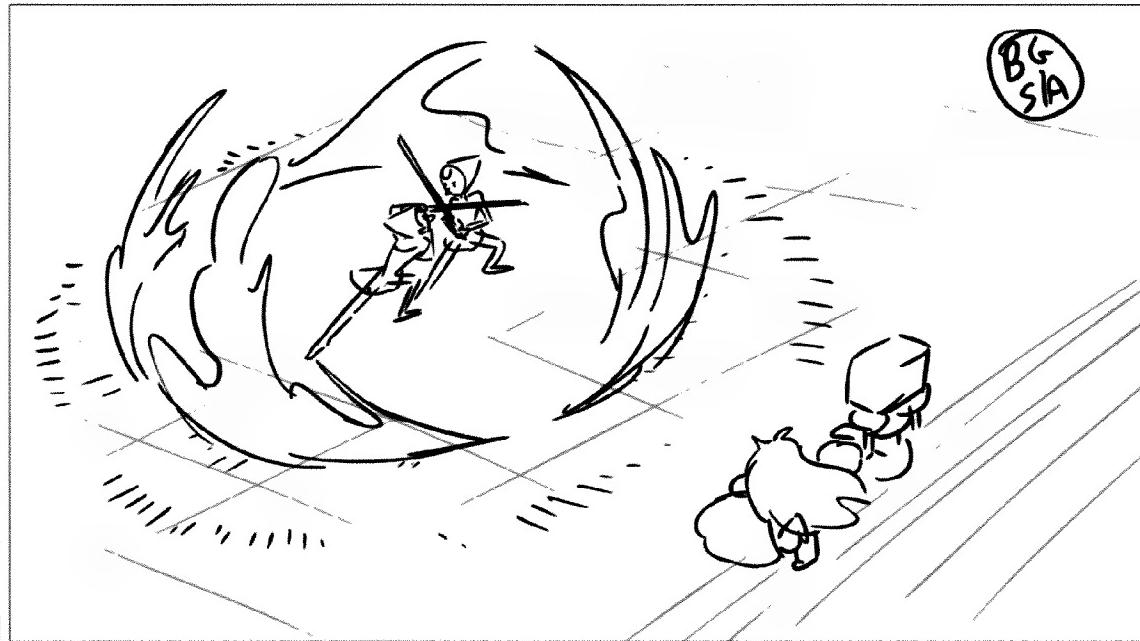
Steven The Sword Fighter

Page 72

Scene

Panel
38 *cont*

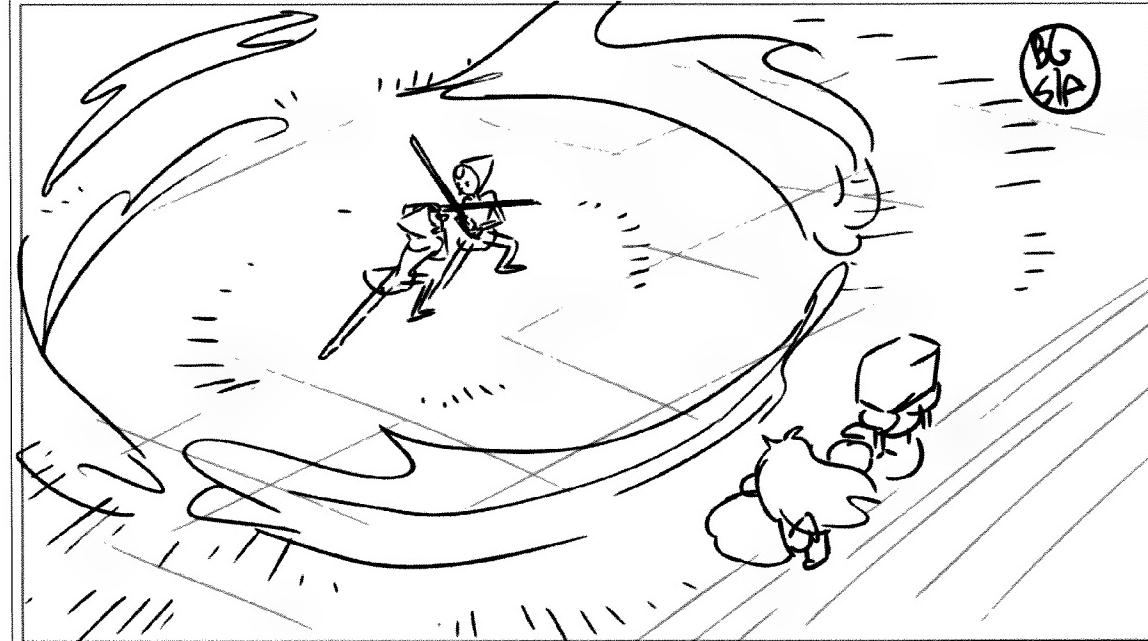
2



Scene

Panel
38 *cont*

3



Slugging
0.06

Slugging
0.07

AUG 06 2013

1020.013

1020.013

1020.013

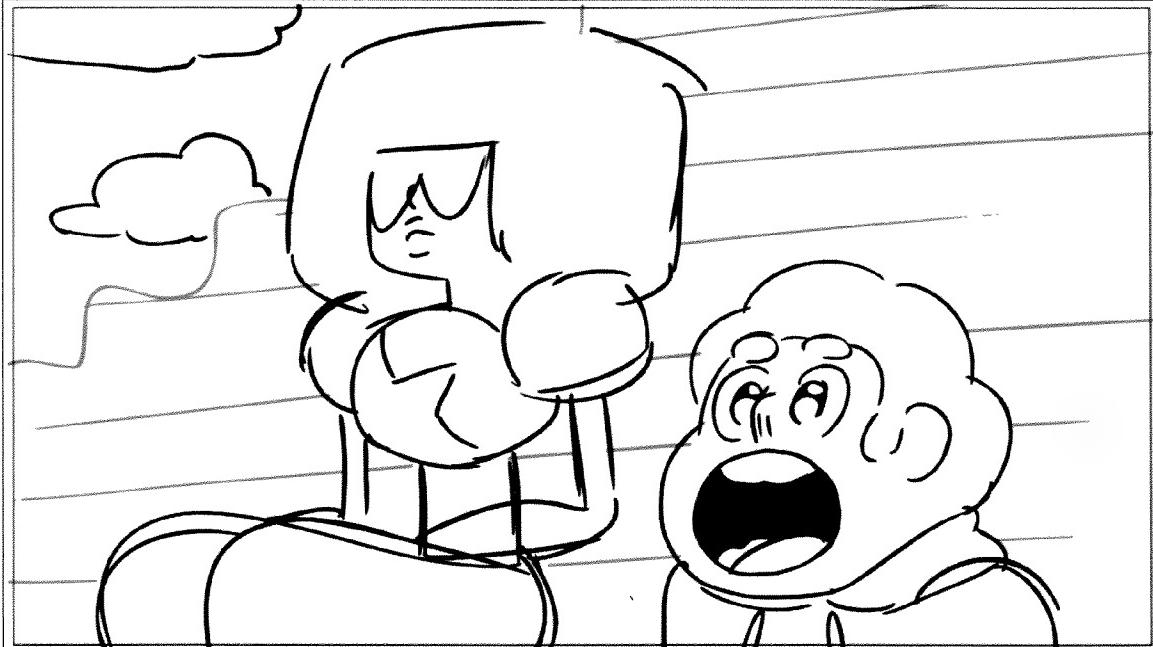


Scene

Panel

39

1



Slugging

0.08

Scene

Panel

39

cont

2



Action Notes

Shock wave hits Steven, knocking him off screen.

Slugging

0.04

AUG 06 2013

1020.013

1020 : 013

1020 : 013



Scene 39 Panel **CONT** 3



Scene 39 Panel **CONT** 4

**Action Notes**

Garnet is barely buffeted by shock wave, clouds of dust blow IN from SW.

Slugging

0.06

Slugging

Panels 1 + 2 = 1.08

AUG 06 2013

1020.013

1020 : 013

1020 . 013



Scene 39 Panel 5
39 CONT



Scene 40 Panel 1
40



1020.013

1020.013

Action Notes
Pearl and holo-pearl run facing each other.

BG moves East - towards screen right.

Slugging
Panels 1 + 2 x 2 = 0.12

Total cycle frames: 1.08

AUG 06 2013

1020.013



Scene 40 Panel 2
40 *CONT*



Scene 41 Panel 1



Action Notes
BG moves West towards screen left.

Slugging
 $Panels 1 + 2 \times 2 = 0.12$

Total cycle frames: 1.08

AUG 06 2013

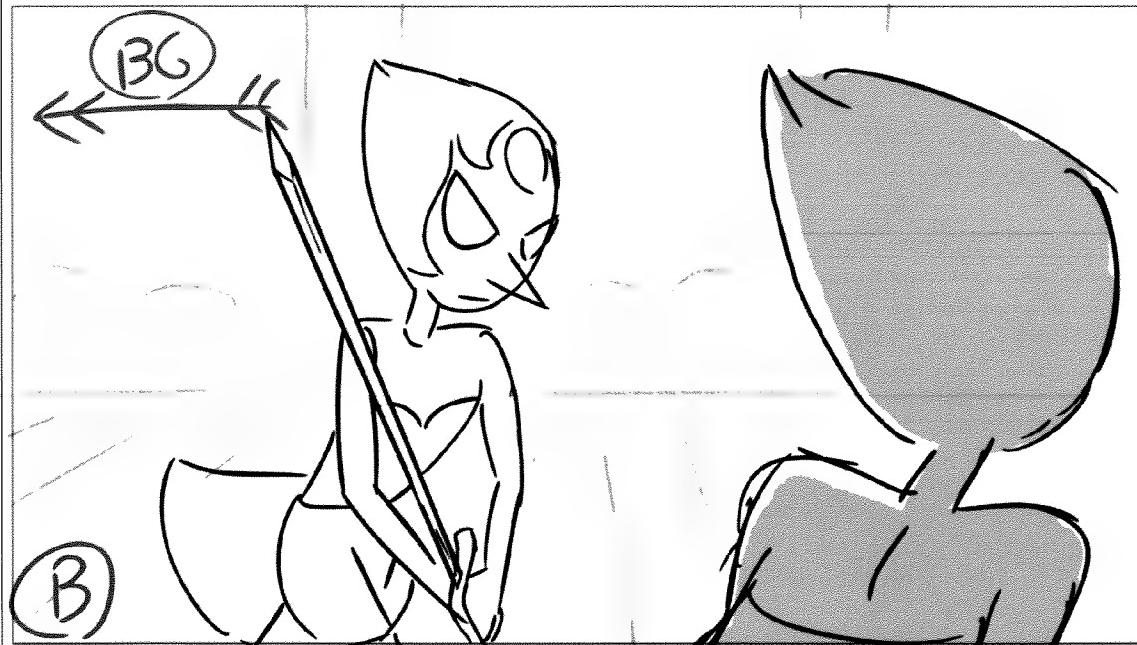
1020.013

1020.013

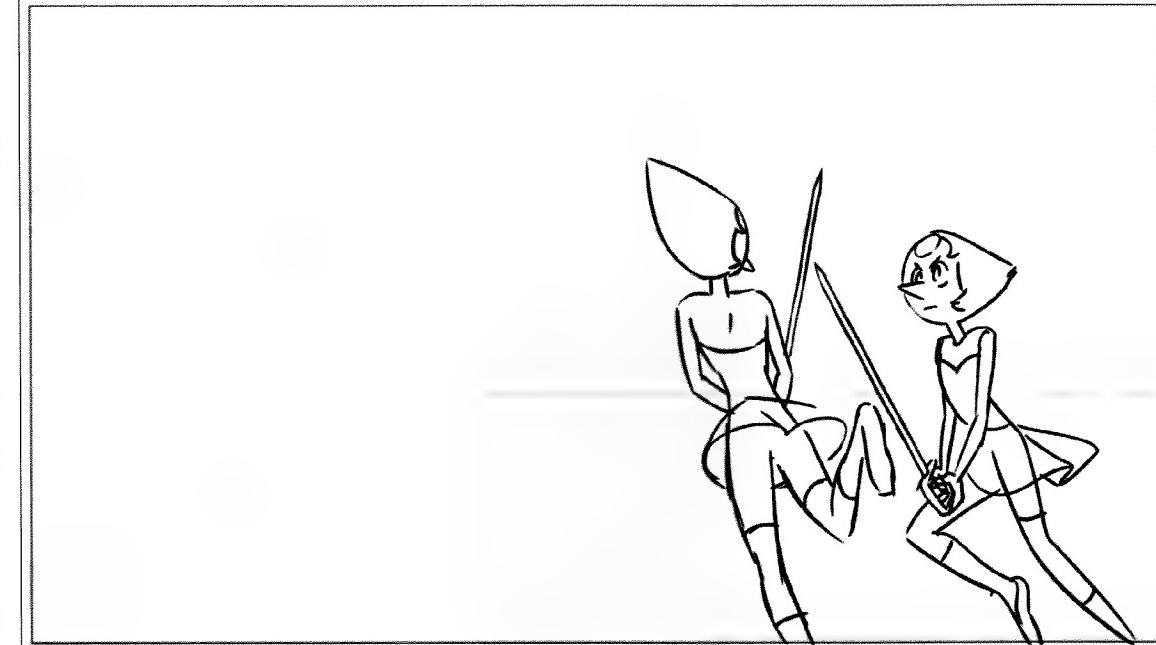
1020.013



Scene 41 Panel 2
41 **CONT**



Scene 42 Panel 1
42



1020.013

Action Notes
Slight up shot, Feet remain cut off so BG can pan independently from foot placement.

Slugging
0.06

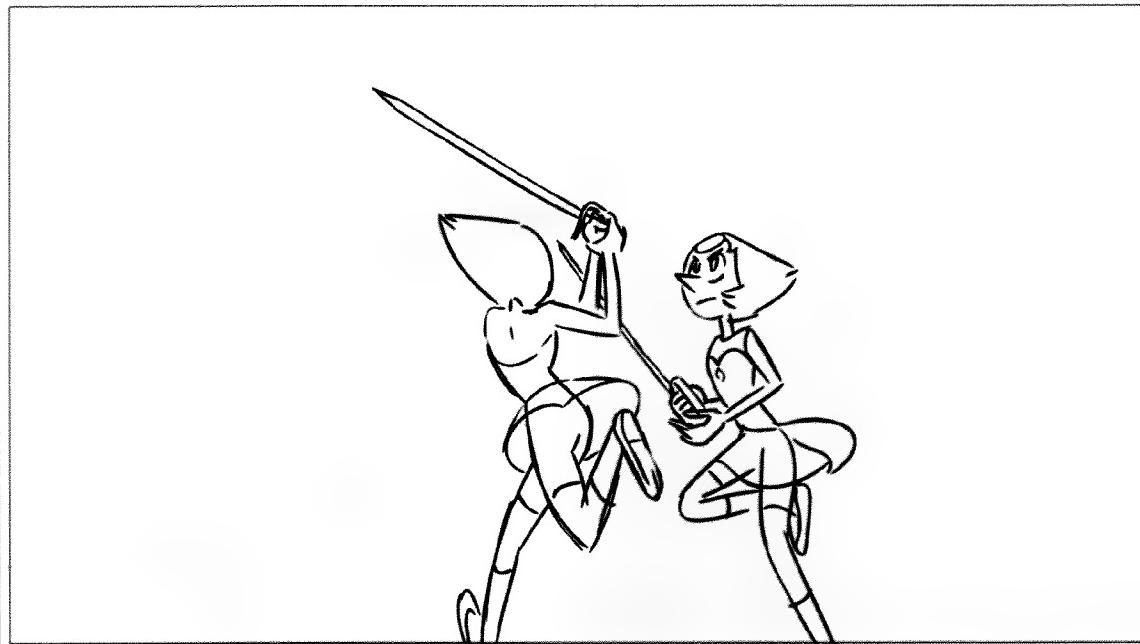
AUG 06 2013

1020.013

1020-013



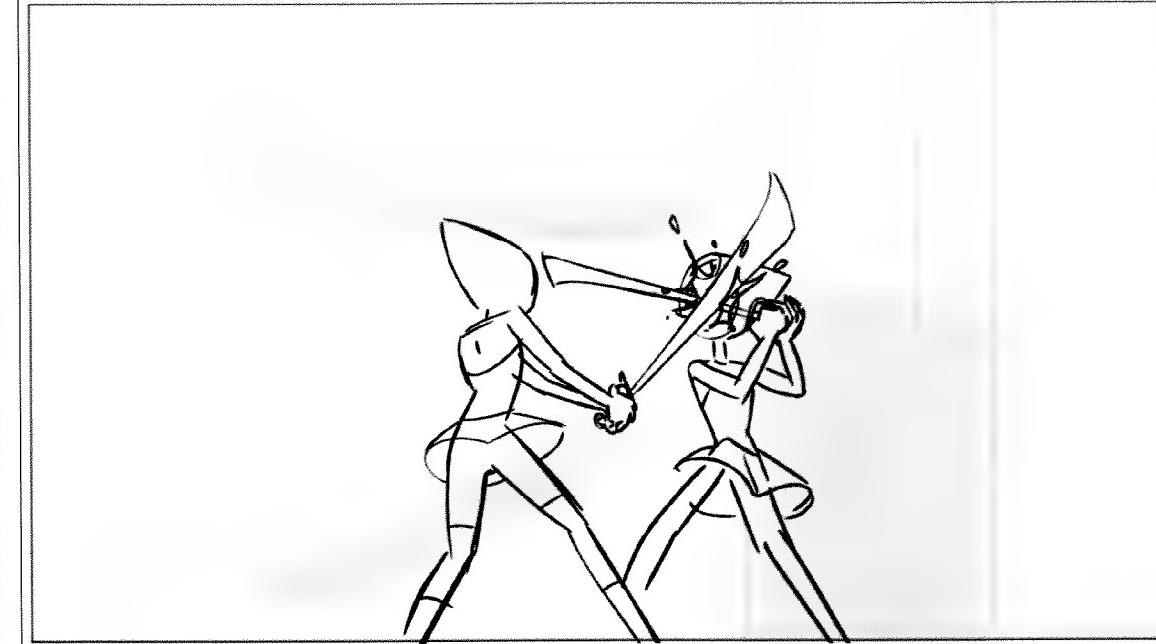
Scene 42 Panel *cont* 2



Action Notes
BG Pans constantly East towards screen right at a fixed rate.

Slugging
0.06

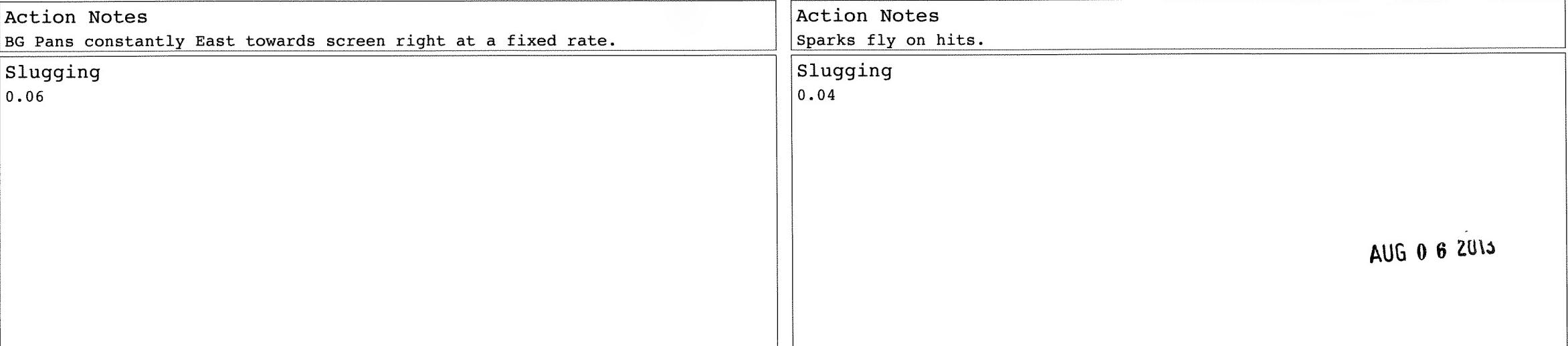
Scene 42 Panel *cont* 3



Action Notes
Sparks fly on hits.

Slugging
0.04

AUG 06 2013



1020.013

1020.013

1020.013



Scene

Panel

42 *CONT*

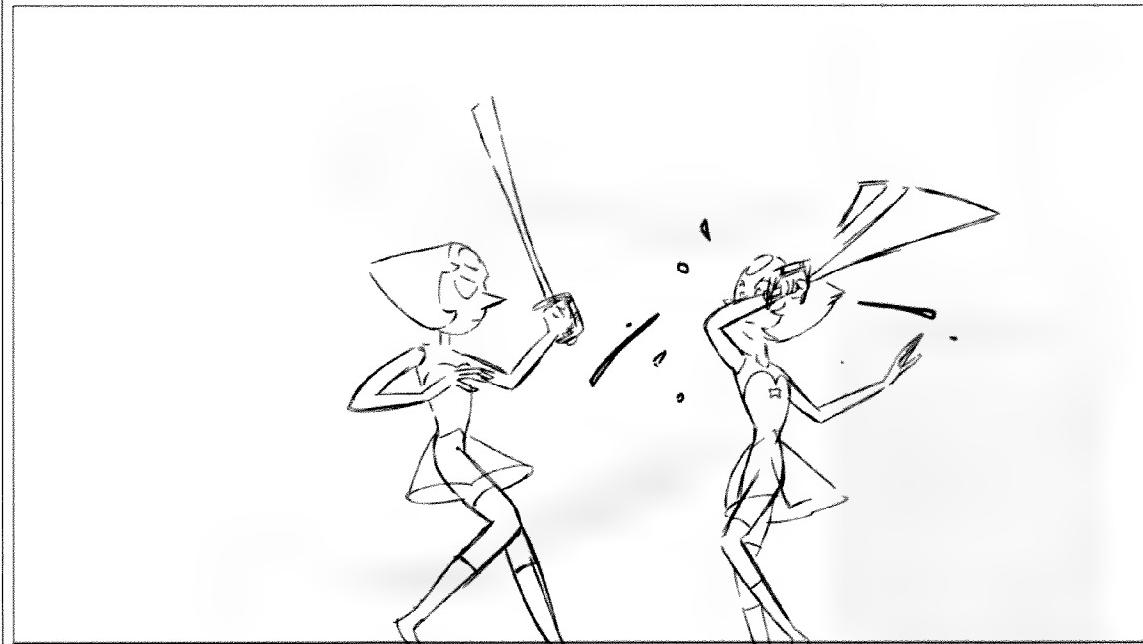
4

Scene

Panel

42 *CONT*

5

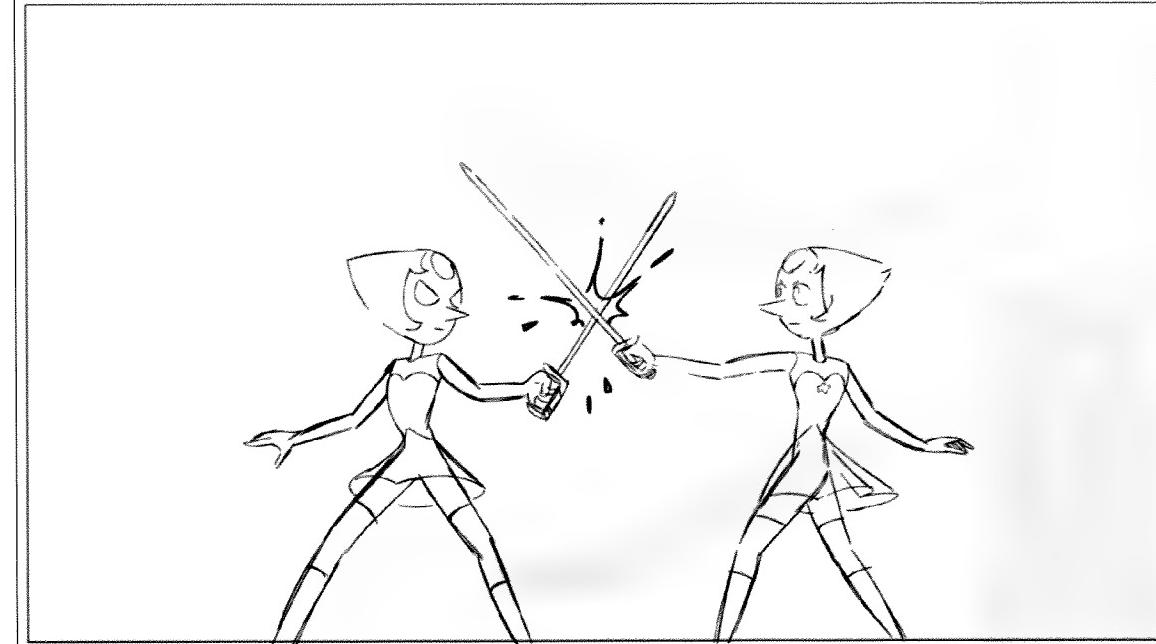


Scene

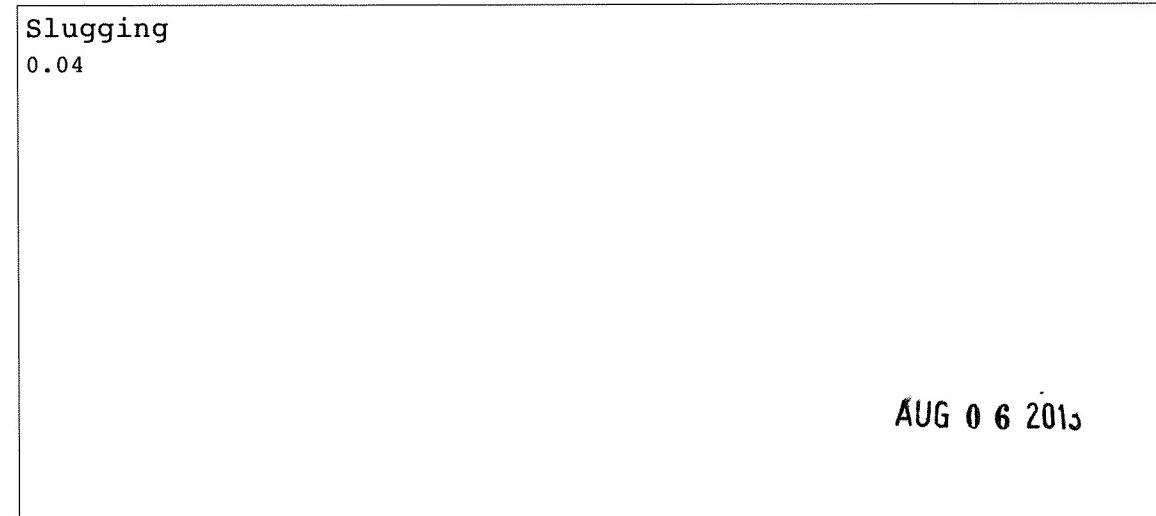
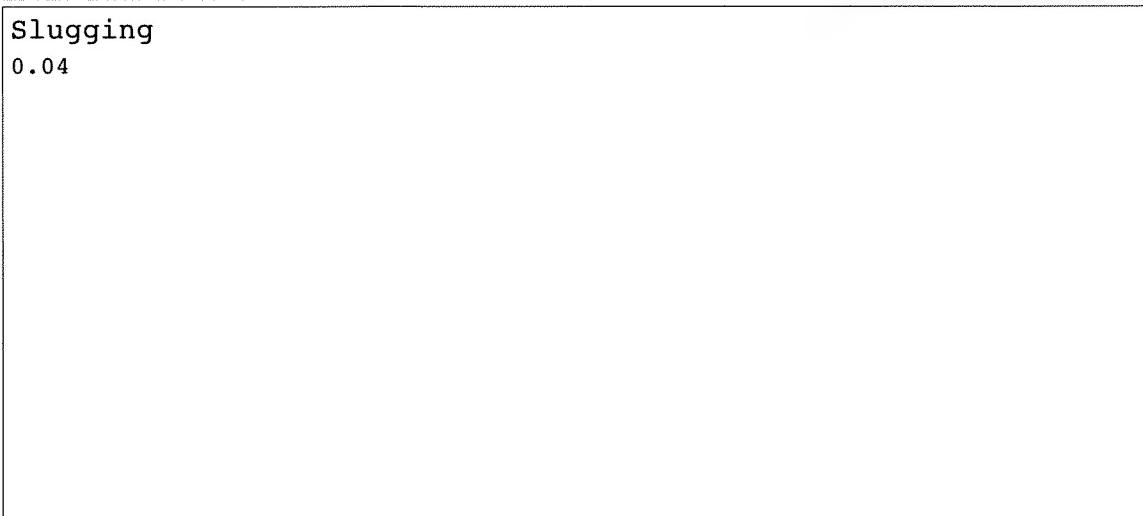
Panel

42 *CONT*

5

Slugging
0.04Slugging
0.04

AUG 06 2013



1020.013

1020.013

1020.013



Steven The Sword Fighter

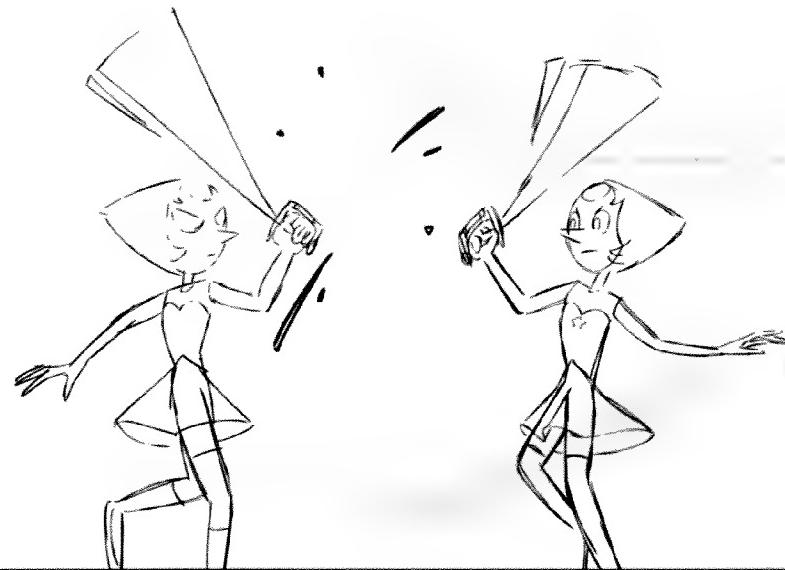
Page 80

Scene

Panel

42 *CONT*

6

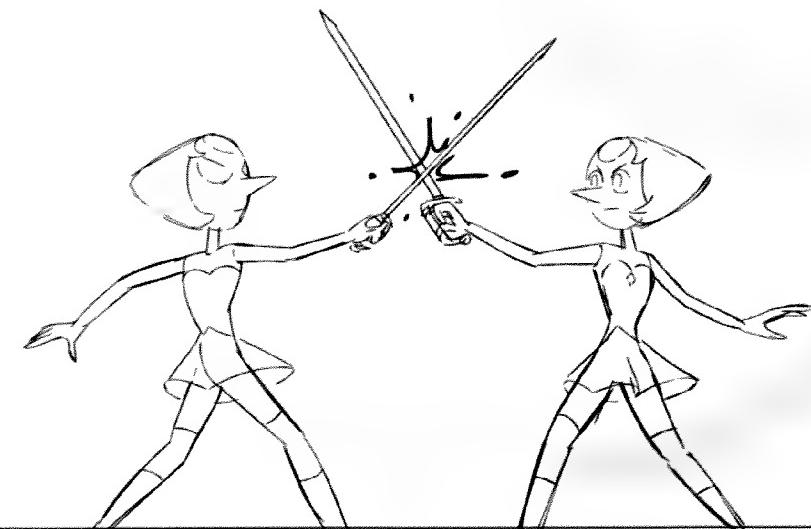


Scene

Panel

42 *CONT*

7



1020.013

Slugging
0.04

Slugging
0.04

AUG 06 2013

1020.013

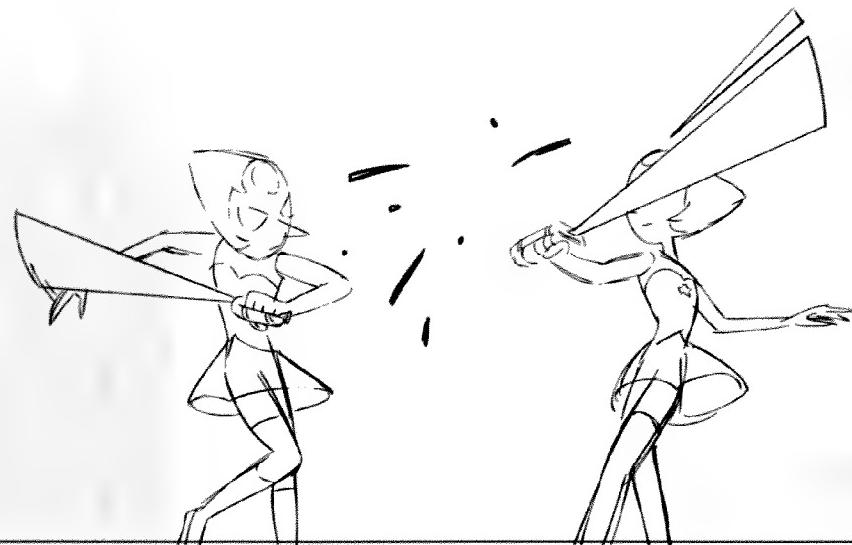


Scene

Panel

42 cont

8

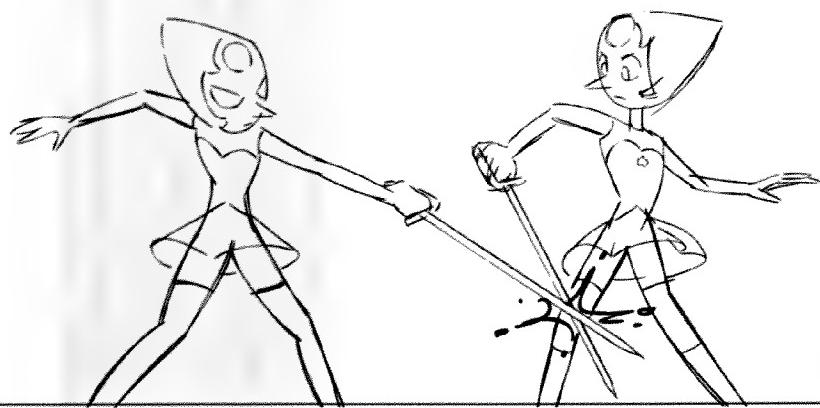


Scene

Panel

42 cont

9



Slugging

0.04

Slugging

0.04

AUG 06 2013

1020.013

1020.013

1020.013



Steven The Sword Fighter

Page 82

Scene

Panel

42 *cont*

10

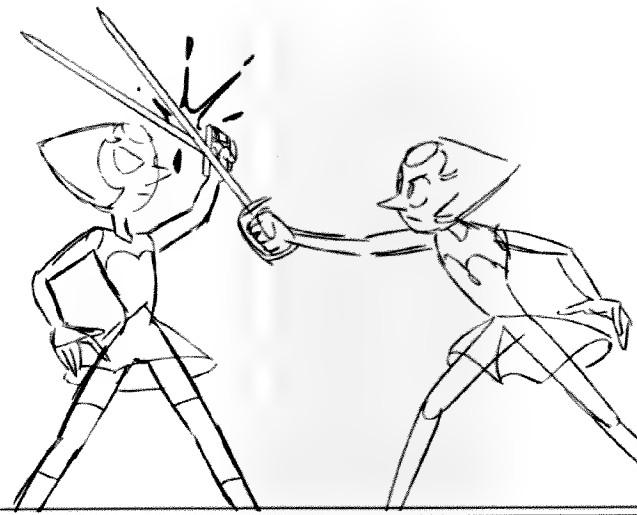


Scene

Panel

42 *cont*

11



Slugging

0.04

Slugging

0.04

AUG 06 2013

1020.013

1020.013

1020.013



Scene

Panel

42 *cont*

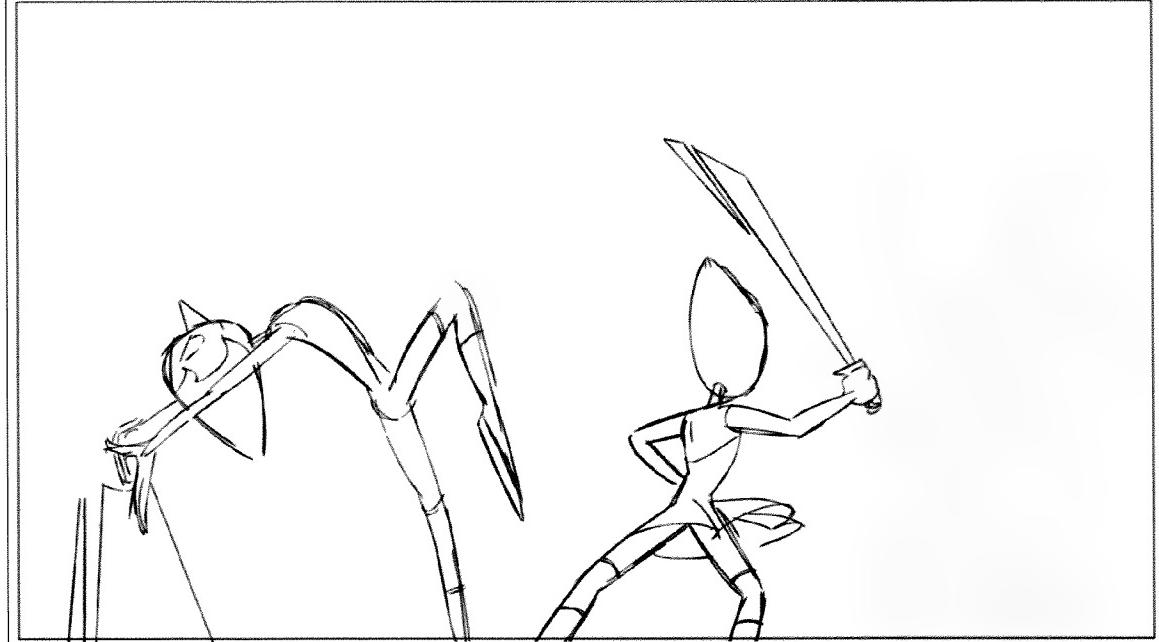
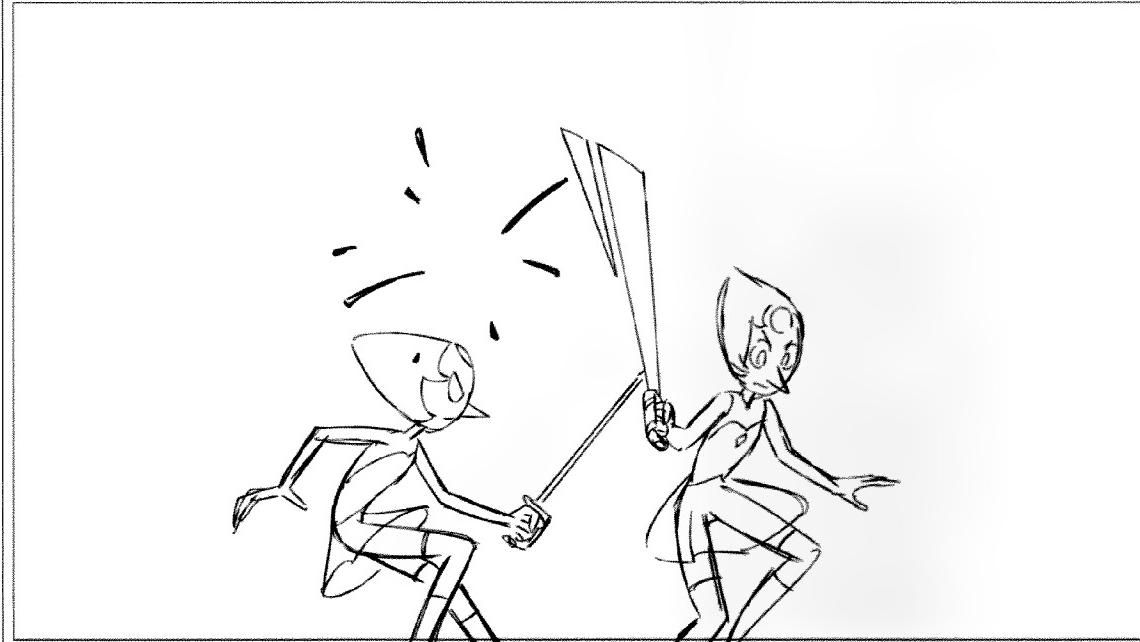
12

Scene

Panel

42 *cont*

13



1020 . 013

Slugging
0.04Slugging
0.04

AUG 06 2013

1020 . 013

1020 . 013



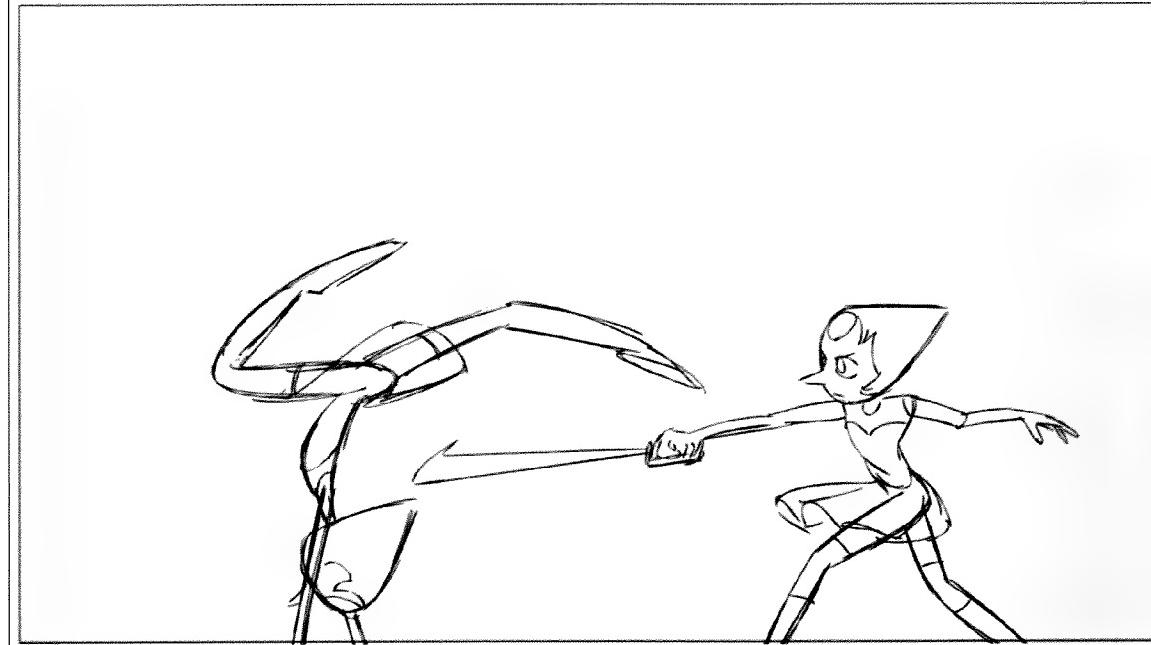
Steven The Sword Fighter

Page 84

Scene

Panel
42 *cont*

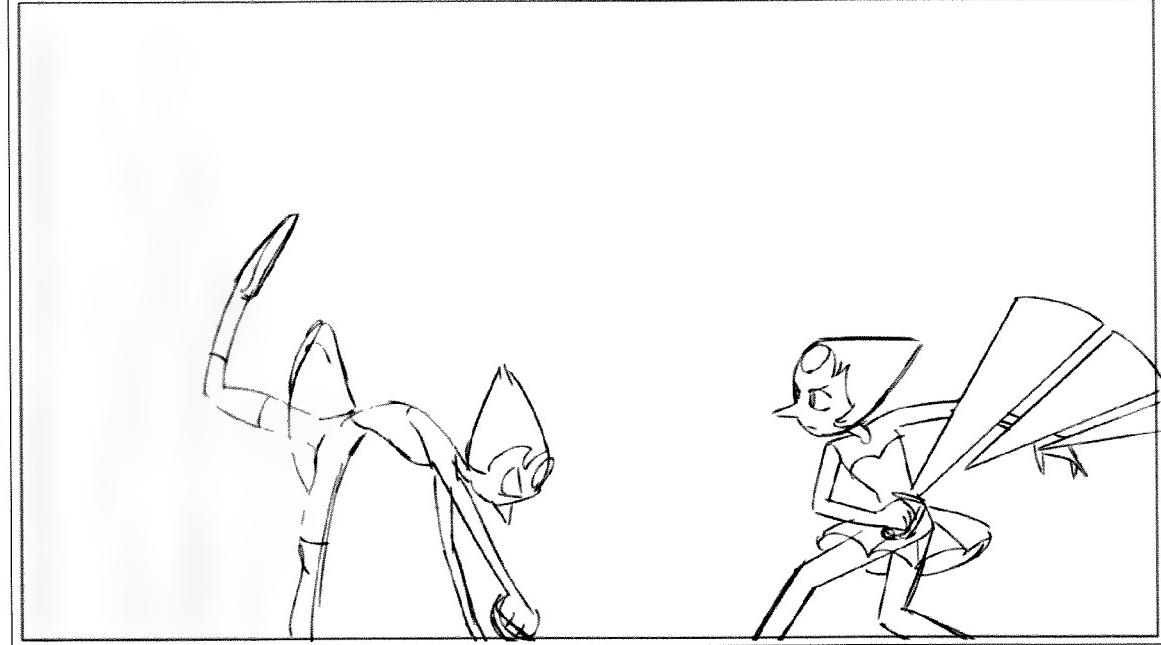
14



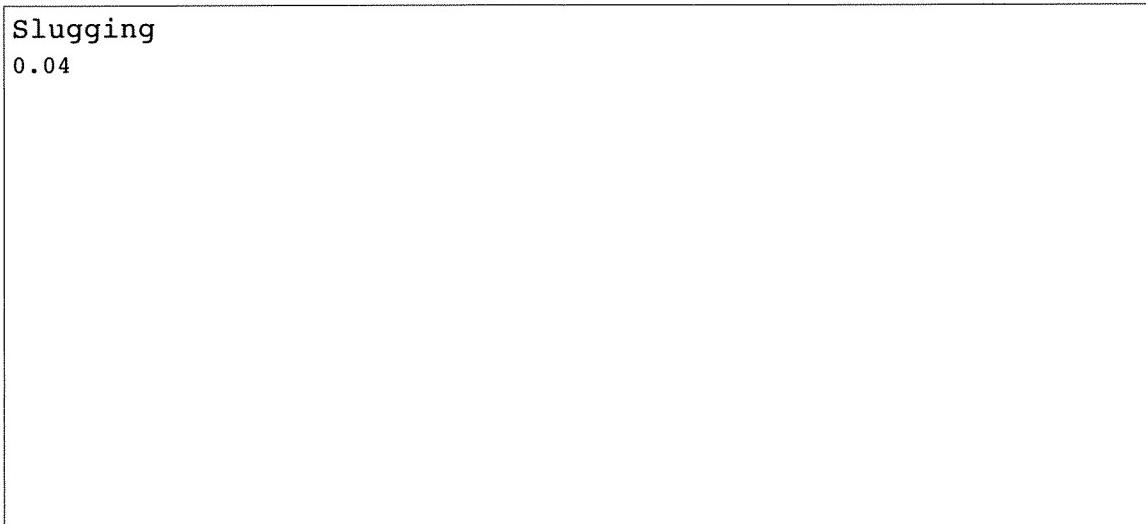
Scene

Panel
42 *cont*

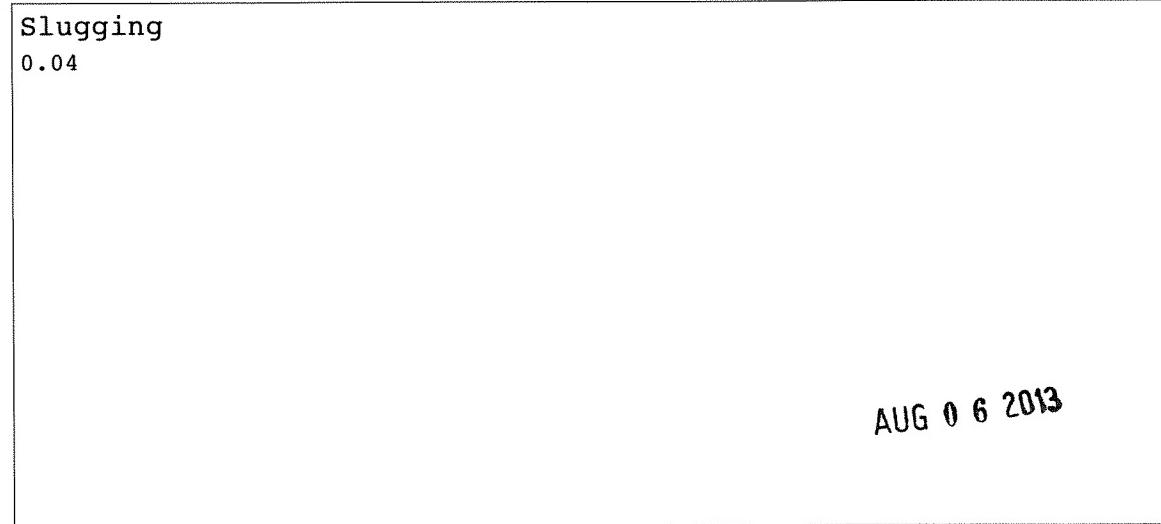
15



Slugging
0.04



Slugging
0.04



1020 : 013

1020 . 013

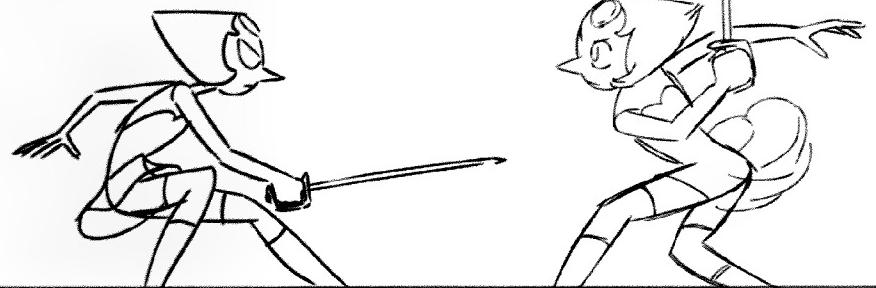


Scene

Panel

42 *cont*

16

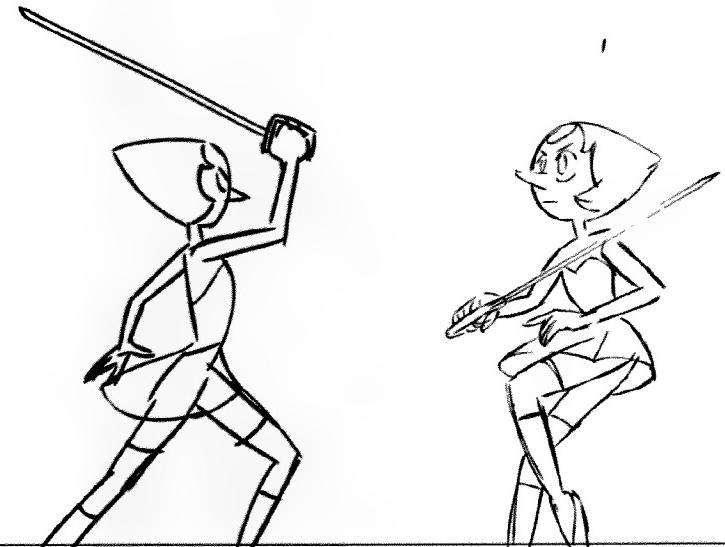


Scene

Panel

42 *cont*

17



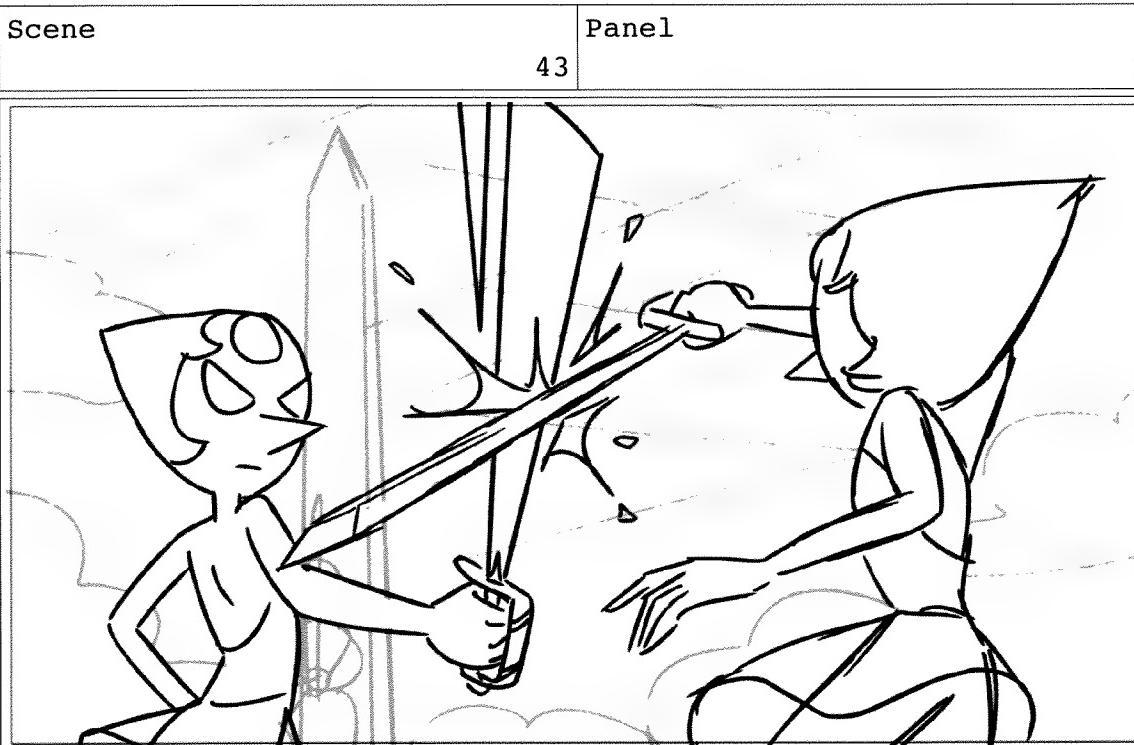
1020 . 013

Slugging
0.04Slugging
0.06

AUG 08 2012

1020 . 013

1020 . 013



1020 . 013

Action Notes

BG Pans constantly SW towards screen left at a fixed rate.

Slugging

0.04

Notes

H/U to previous

1020 . 013

AUG 06 2013

1020 . 013



Scene

Panel

43 cont

3

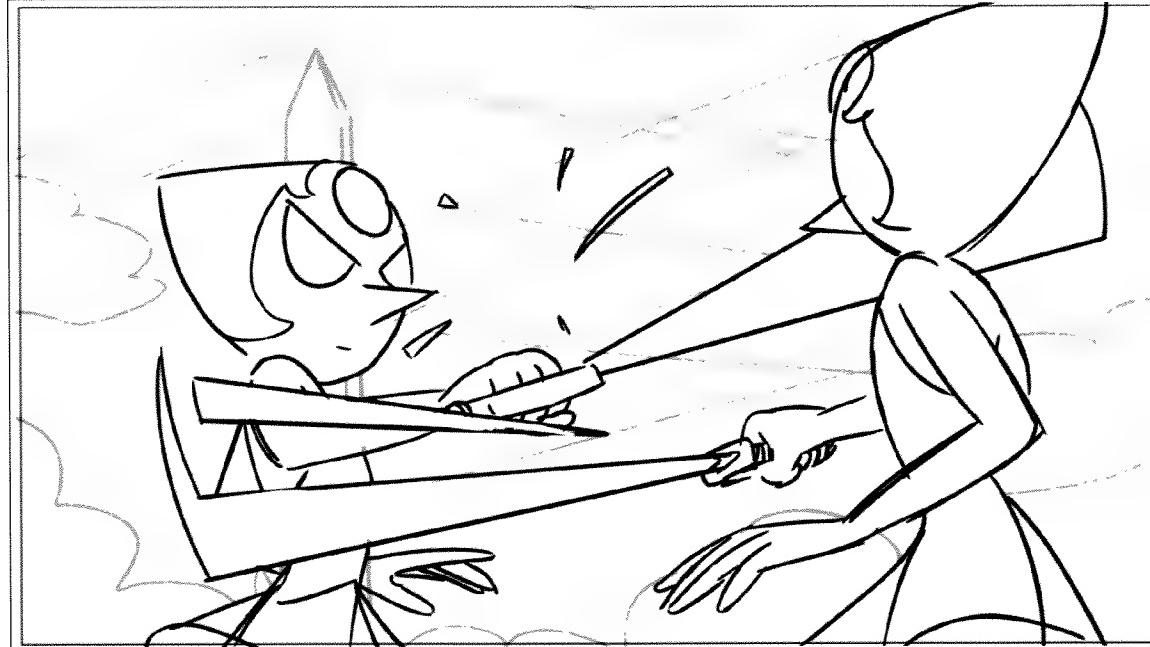


Scene

Panel

43 cont

4



Slugging

0.04

Slugging

0.04

AUG 06 2013

1020.013

1020.012

1020.013





Scene

Panel
43 *CONT*

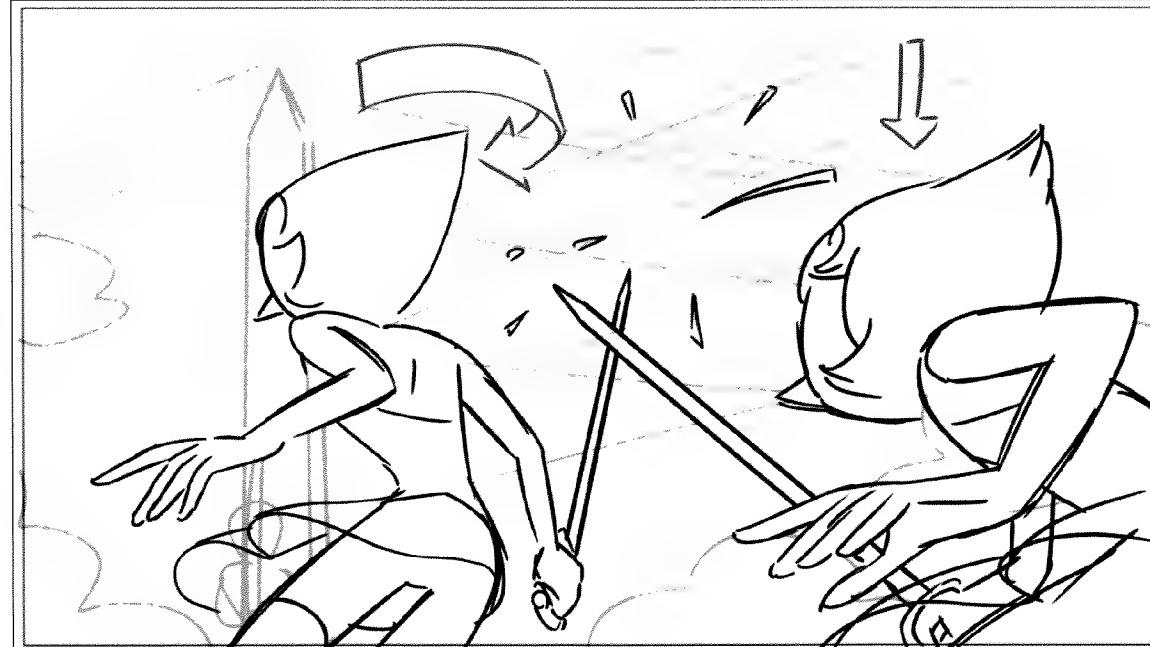
7



Scene

Panel
43 *CONT*

8



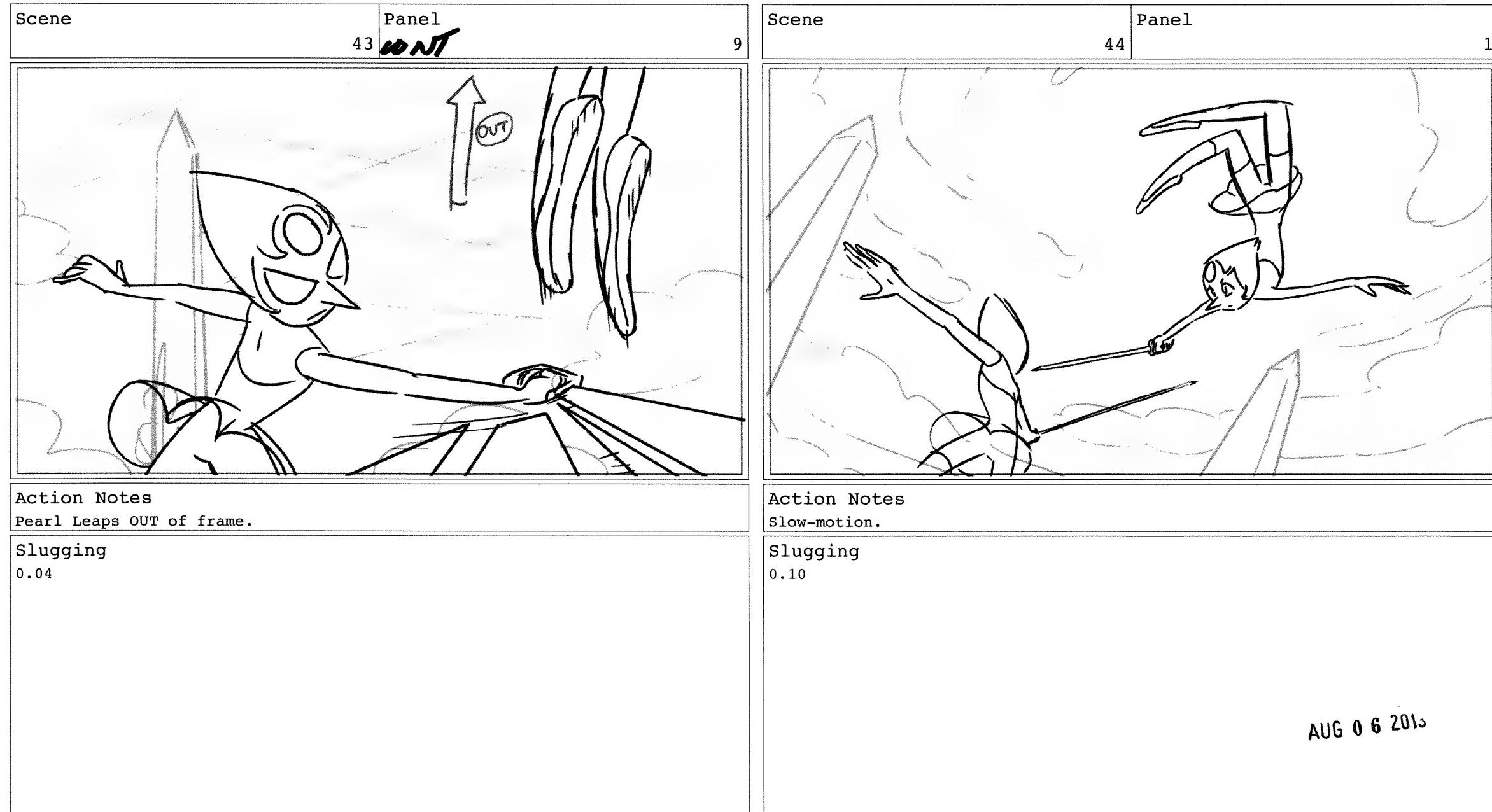
1020.013

Slugging
0.04

AUG 06 2013

1020.013

1020.013



1020.013

1020.013

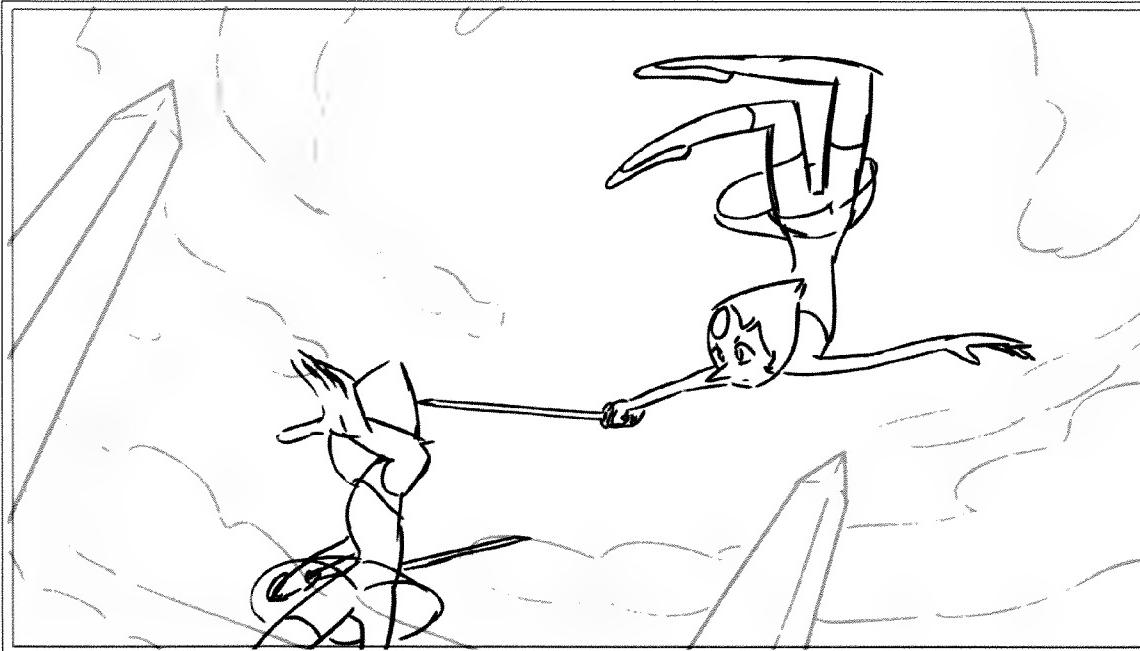
1020.013



Scene

44 Panel
CONT

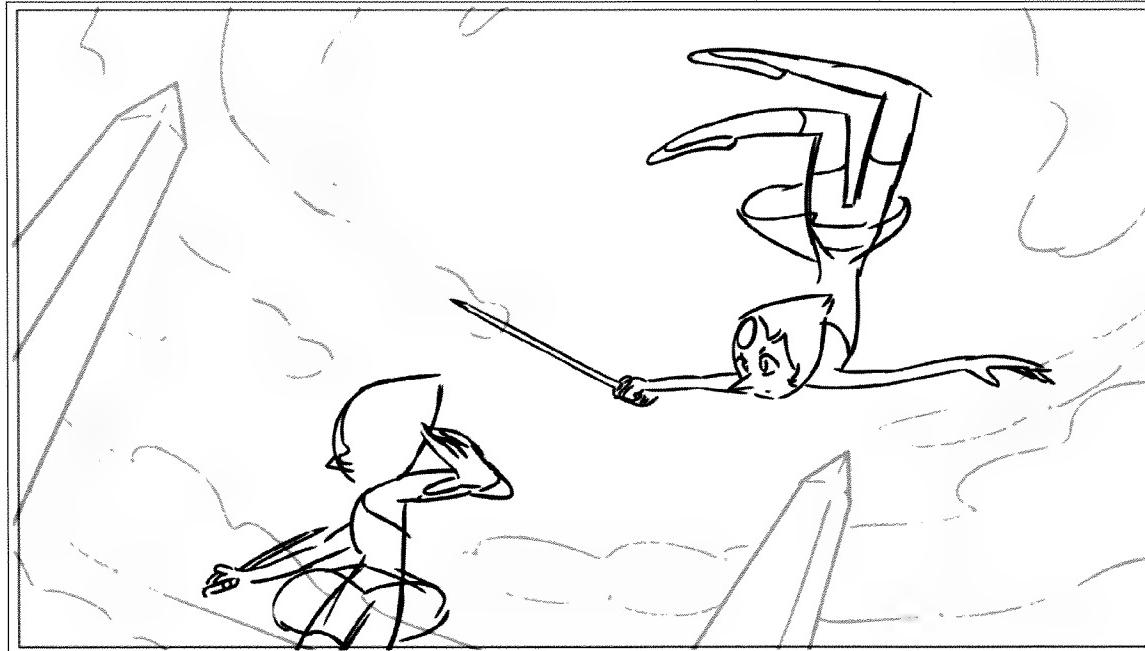
2



Scene

44 Panel
CONT

3

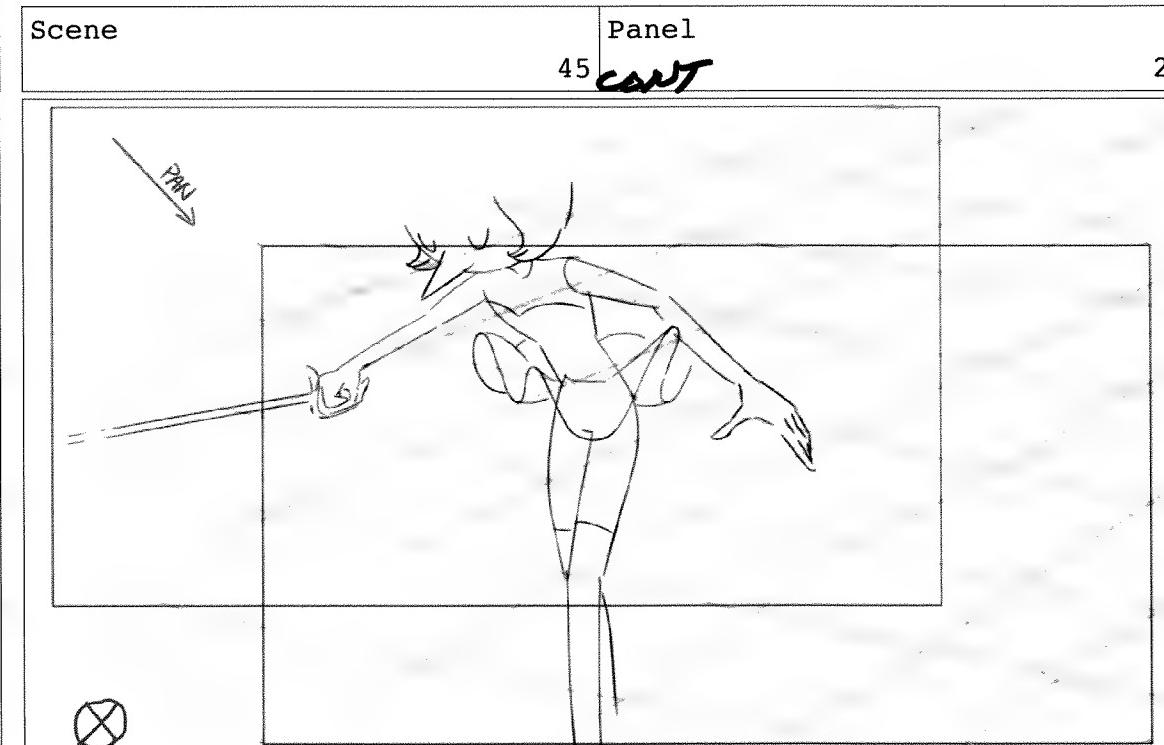
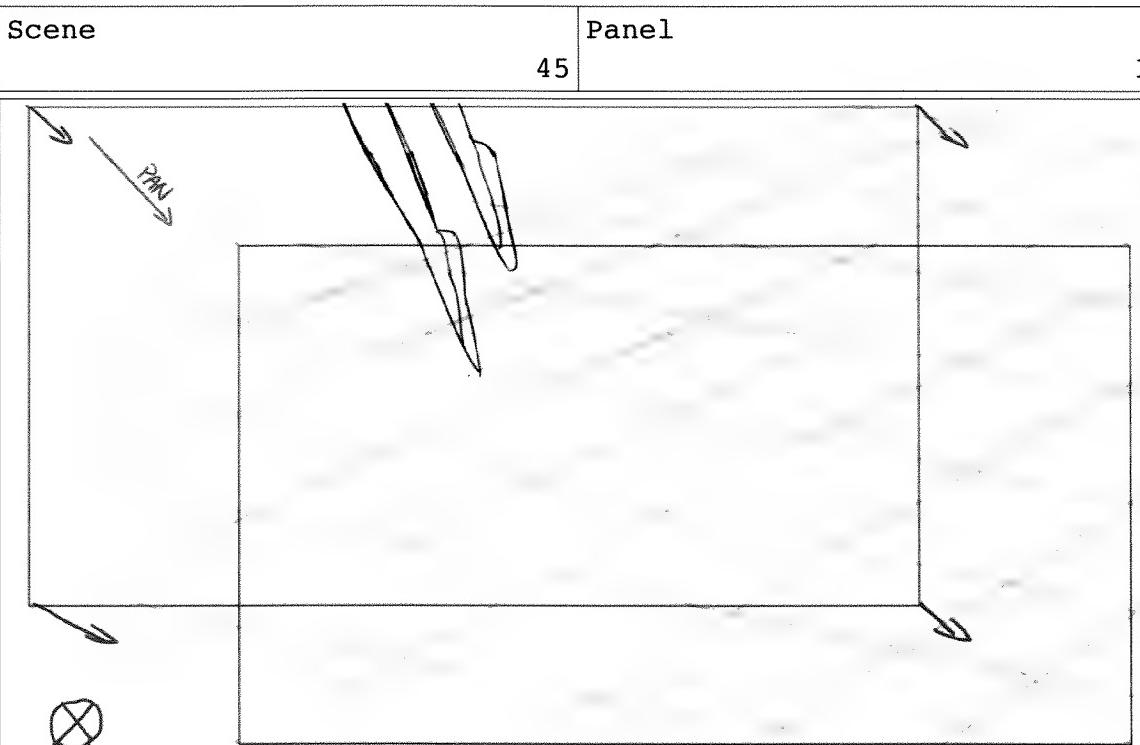
Action Notes
Slow-motion.Slugging
0.10Action Notes
Slow-motion.Slugging
0.10

AUG 06 2006

1020.013

1020.013

1020.013



1020 . 013

Action Notes

Camera ADJ SE down with Pearl landing.

Slugging

ADJ: 0.04

Total frames ADJ panels 1 to 3 = 0.12

Action Notes

Camera ADJ down with Pearl landing.

Slugging

ADJ: 0.04

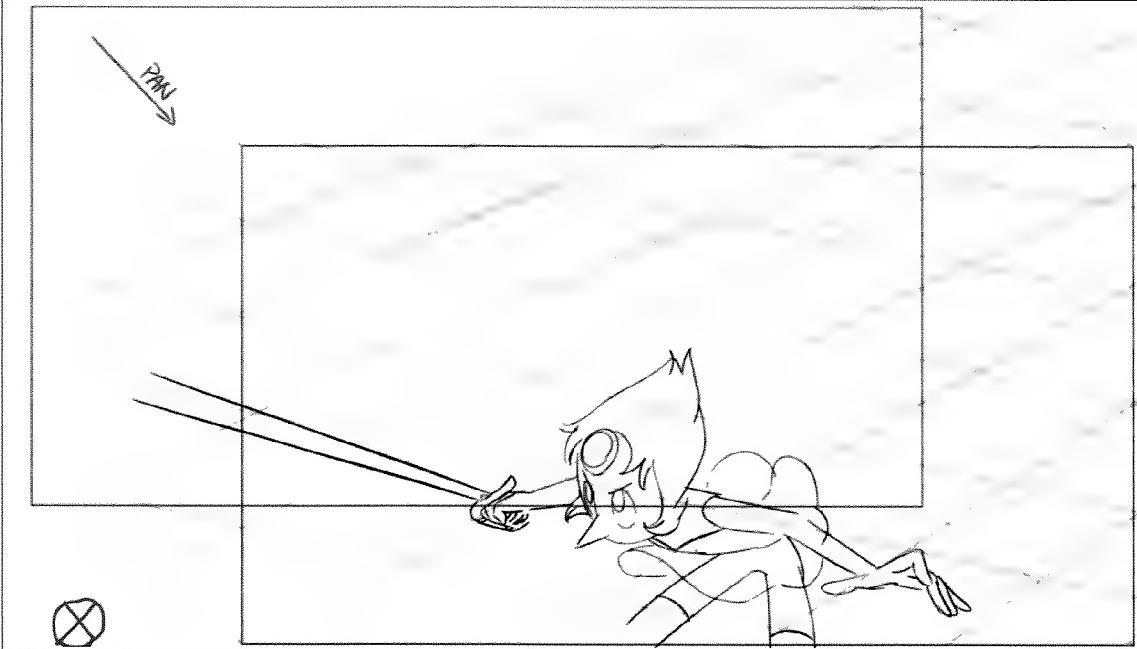
AUG 06 2013

1020 . 013

1020 . 013



Scene 45 Panel *CONT* 3

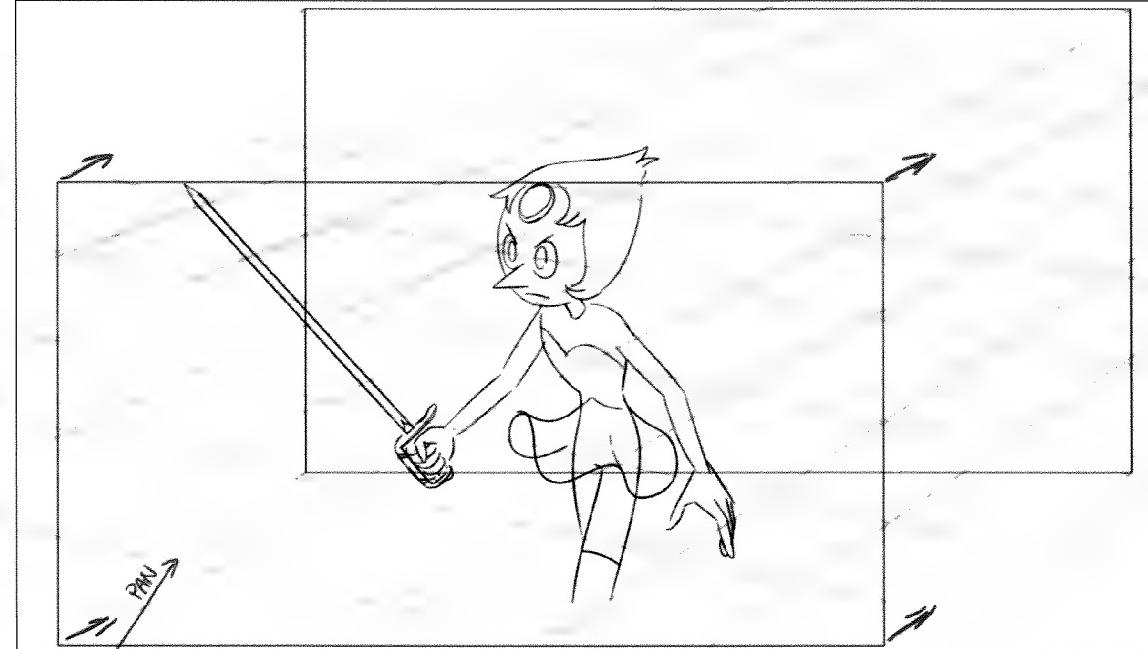
**Action Notes**

Camera ADJ down with Pearl landing.

Slugging

ADJ: 0.04

Scene 45 Panel *CONT* 4

**Action Notes**

Camera ADJ NE with Pearl standing up.

Slugging

ADJ: 0.06

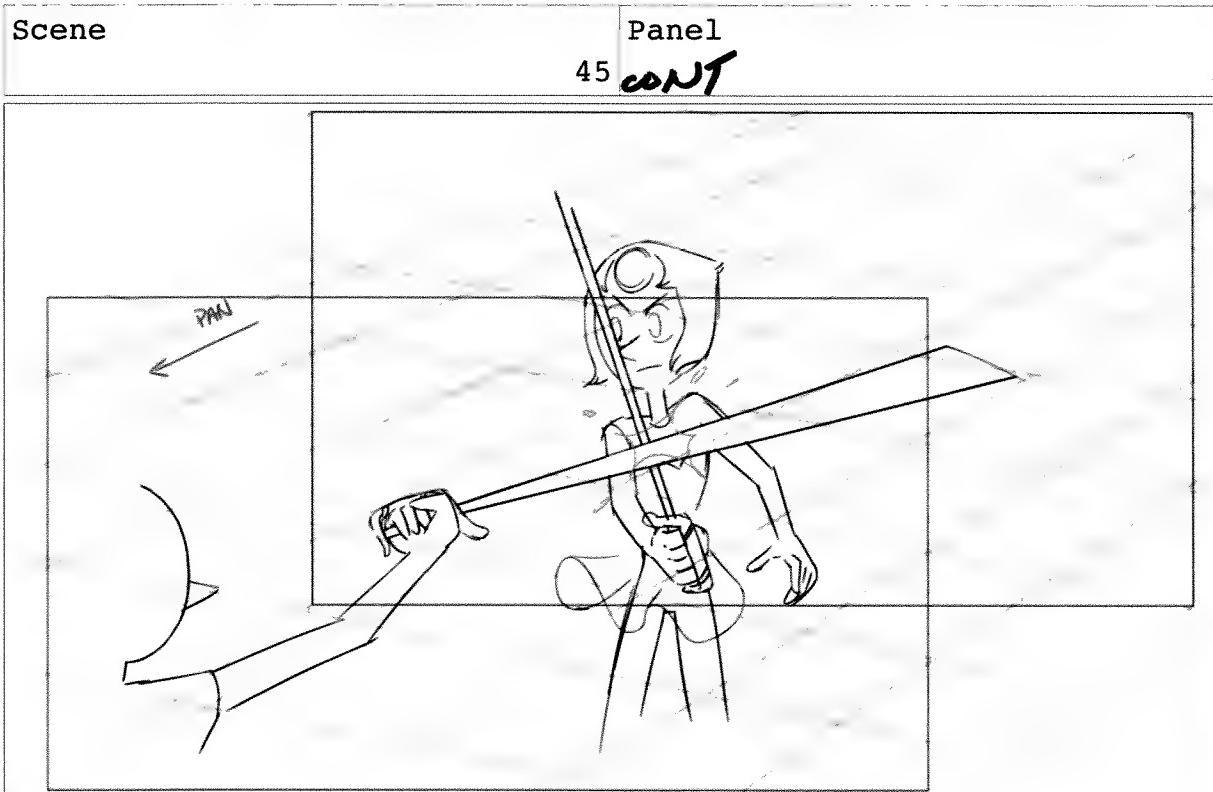
Total ADJ frames panels 4 to 14 = 3.10

AUG 06 2013

1020.013

1020.013

1020.013



1020.013

Action Notes

Camera ADJ back following Pearl as she walks backwards while blocking sword blows.

Holo-Pearl in F/G attacking Pearl.

Sparks fly from swords on each hit.

Slugging

ADJ: 0.08

Slugging

ADJ: 0.04

AUG 06 2013

1020.013

1020.013



Scene

Panel

45 *CONT*

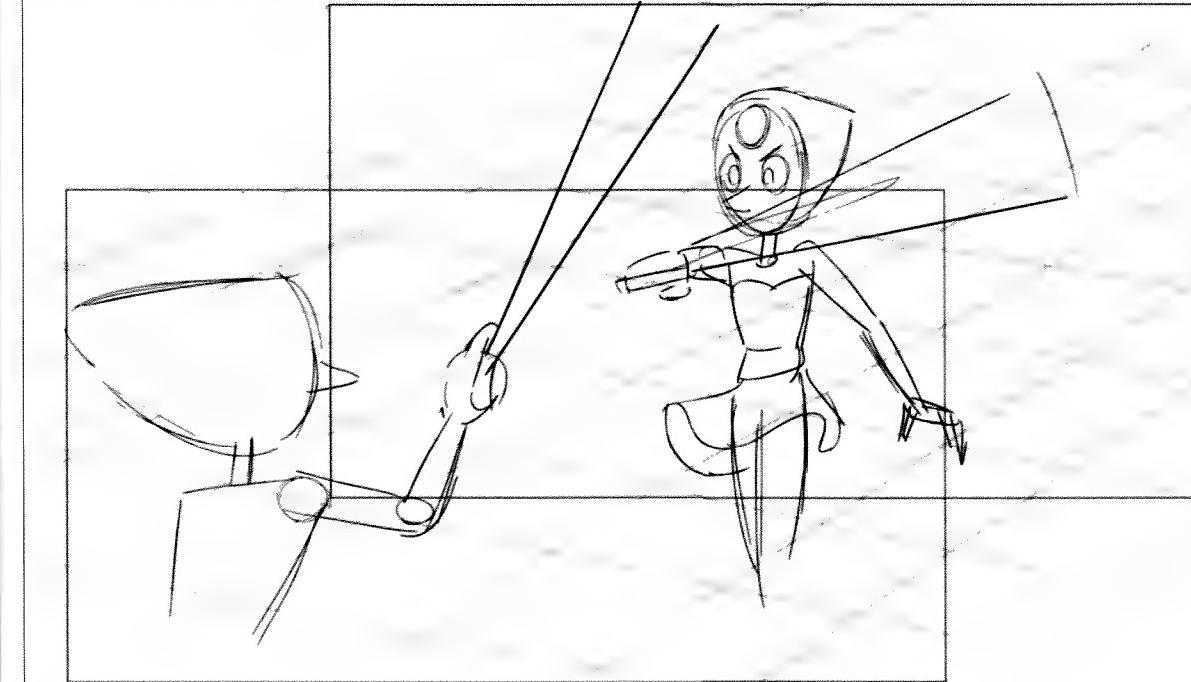
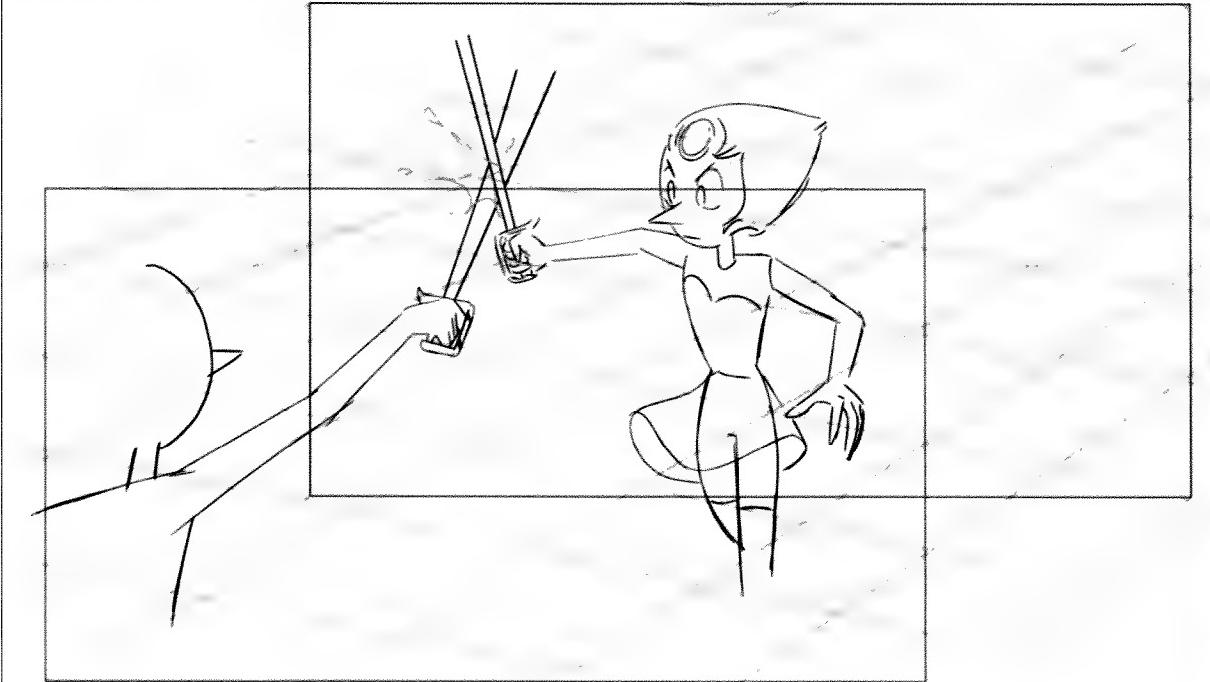
7

Scene

Panel

45 *CONT*

8



1020.013

Slugging

ADJ: 0.04

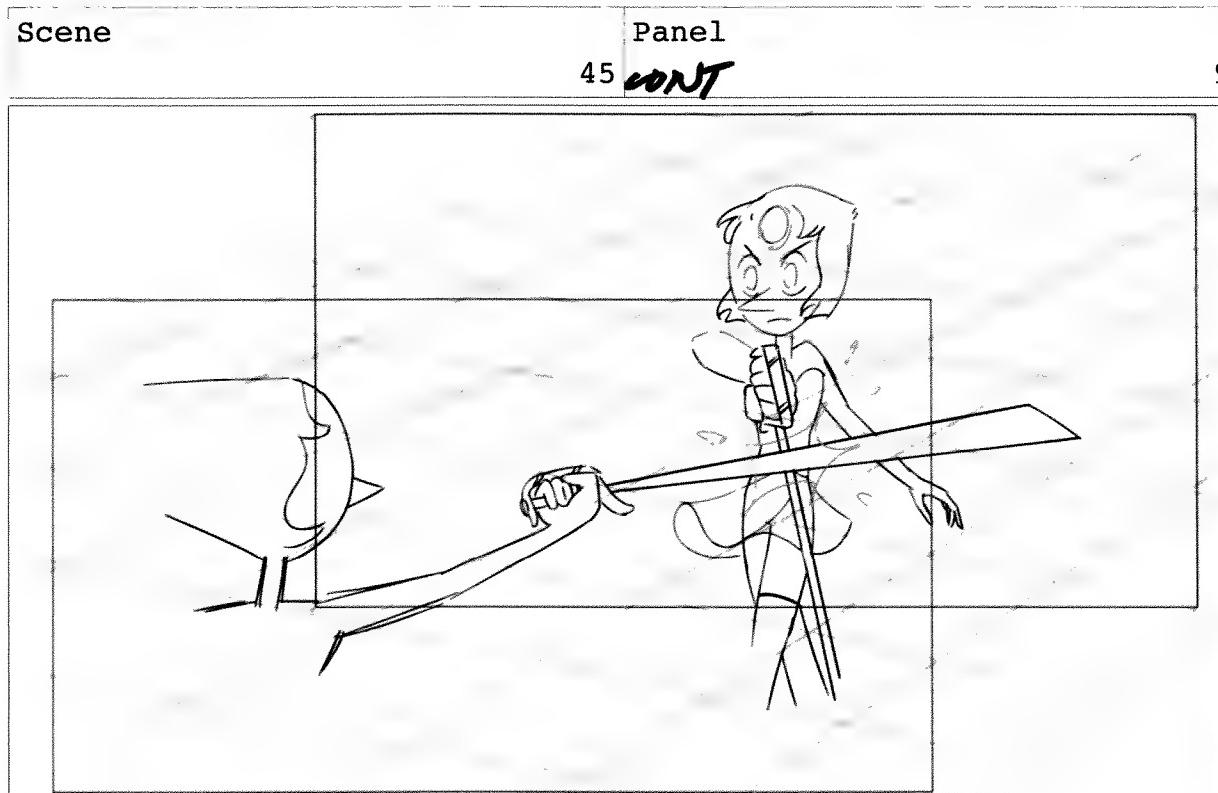
Slugging

ADJ: 0.04

AUG 06 2013

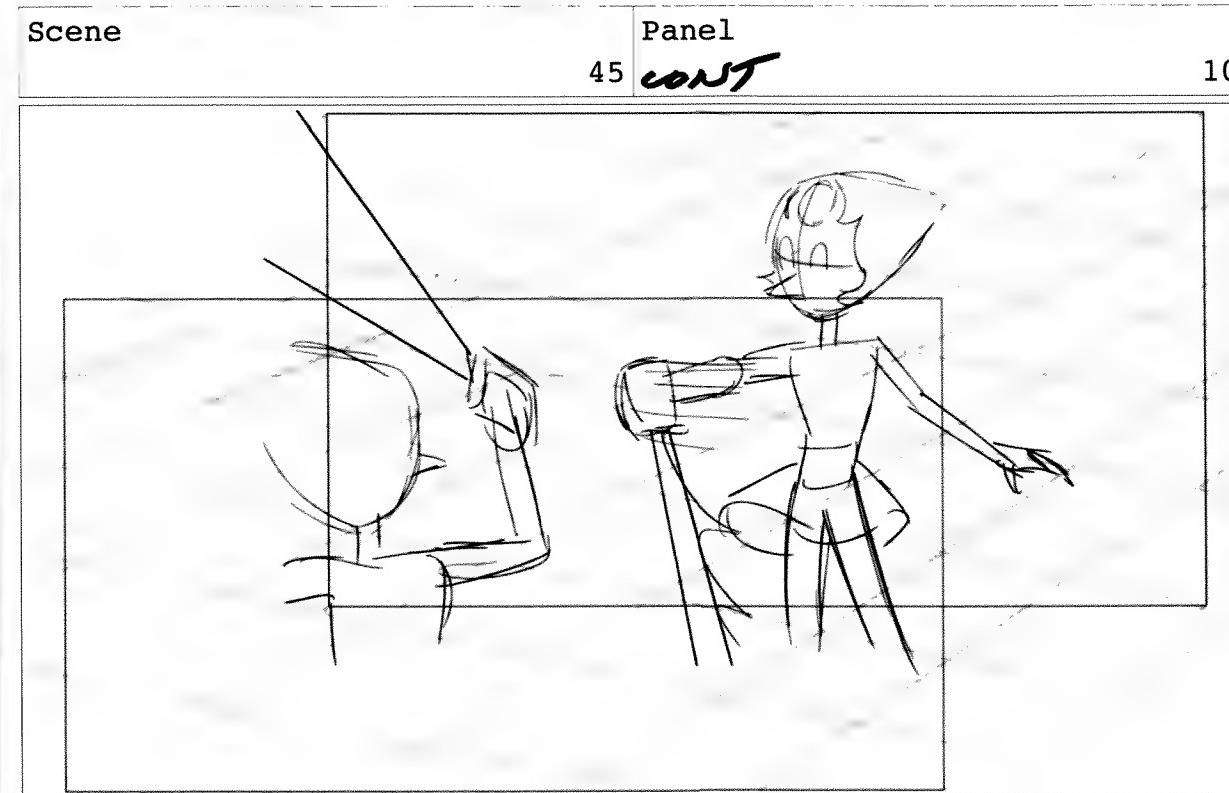
1020.013

1020.013



1020.013

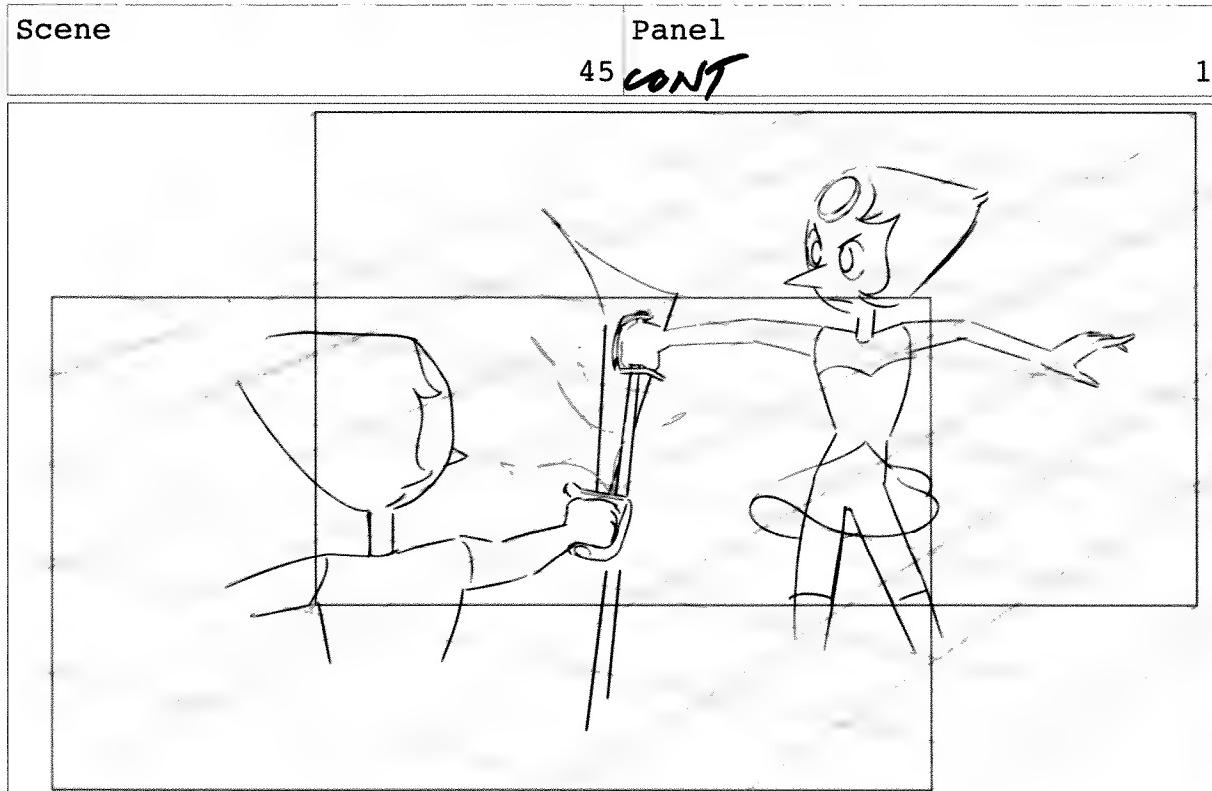
Slugging
ADJ: 0.04



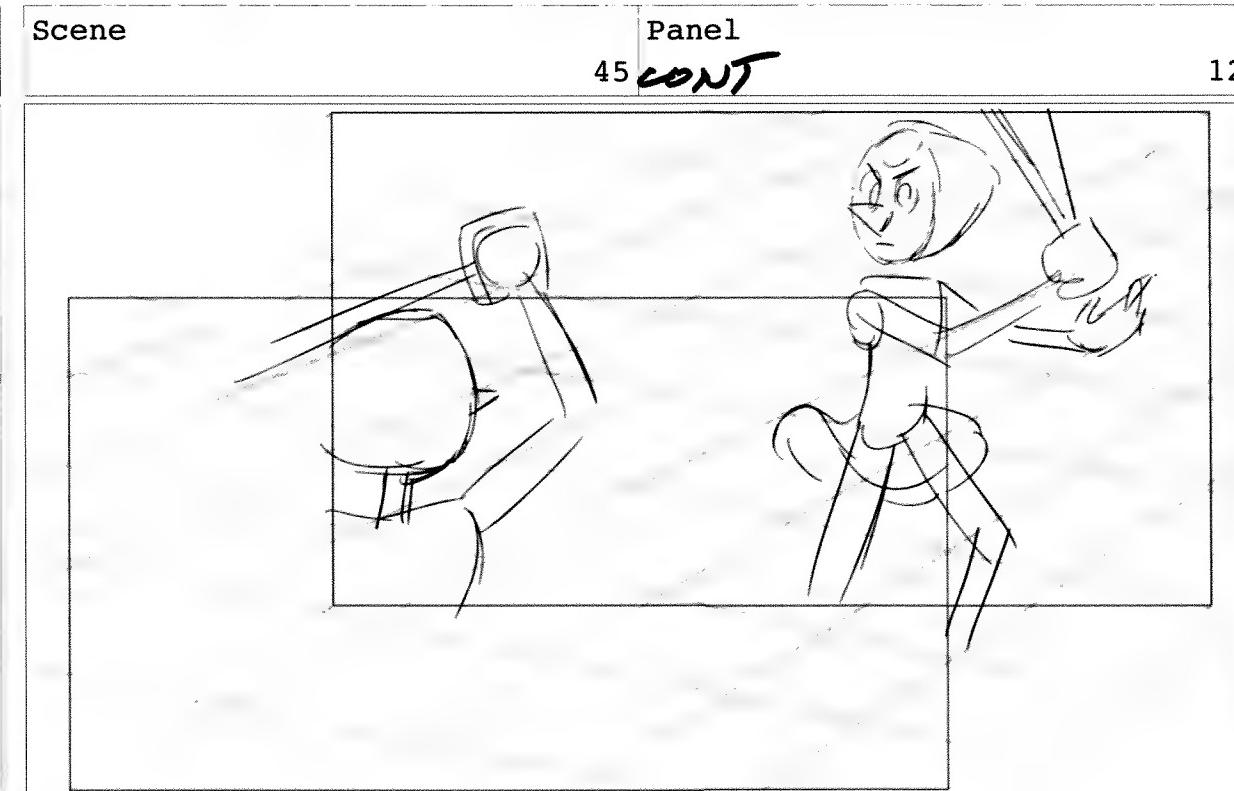
1020.013

Slugging
ADJ: 0.04

AUG 06 2013

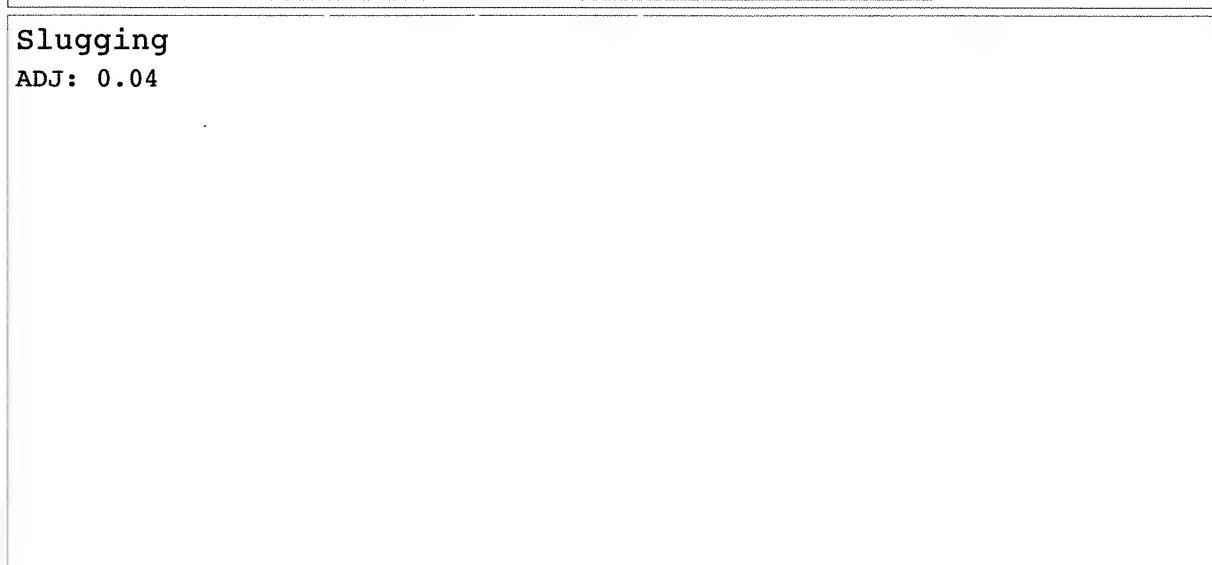


Slugging
ADJ: 0.04



Slugging
ADJ: 0.04

AUG 06 2013



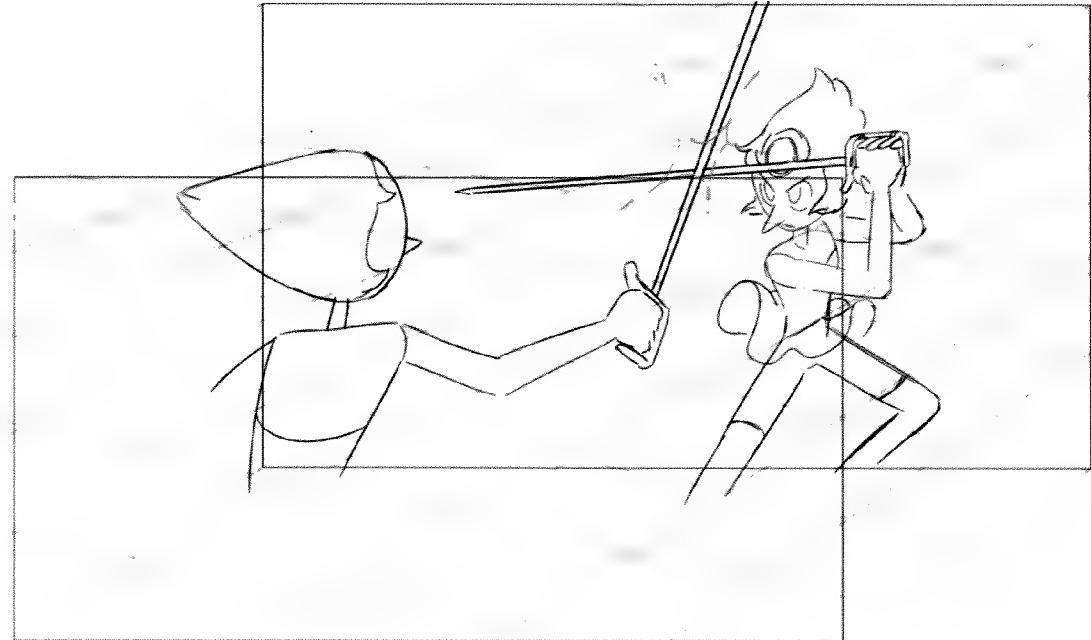
1020 . 013



Scene

Panel
45 *CONT*

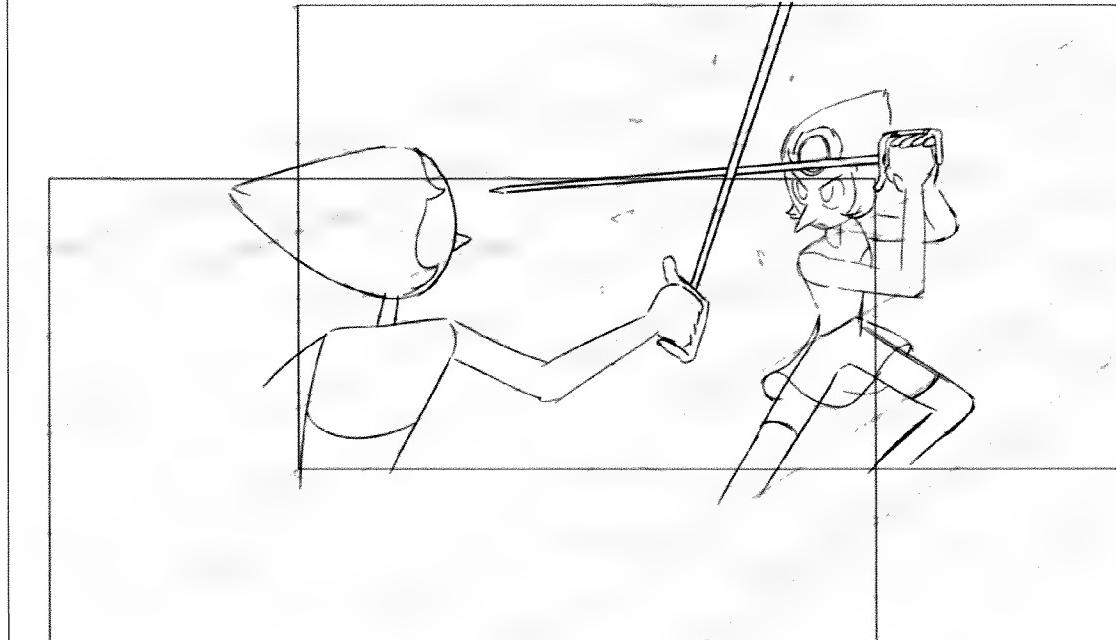
13



Scene

Panel
45 *CONT*

14



Action Notes

Pearl blocks major blow - She stops walking backwards.

Slugging

ADJ: 0.04

Slugging

ADJ: 0.12

AUG 06 2013

1020.013

1020.013

1020.013



Scene

46

Panel

1



Dialogue

HP: Defense Rank S.

Slugging

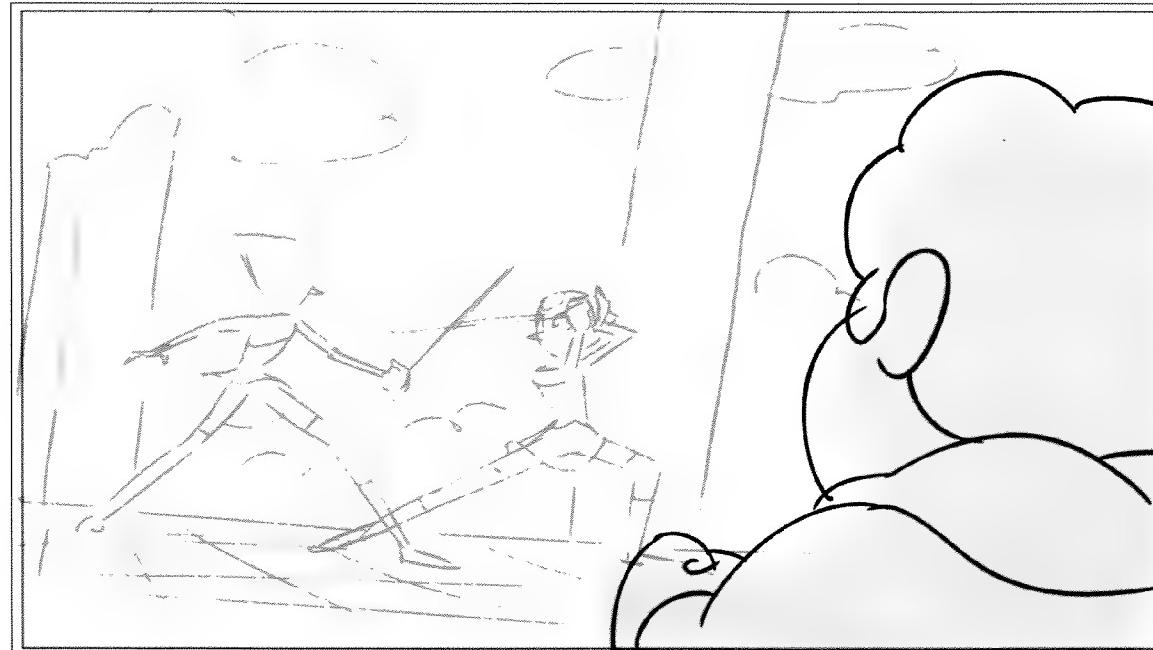
2.05

Scene

47

Panel

1



Dialogue

HP: Zero Openings detected.

Slugging

3.02

AUG 06 2013

1020.013

1020.013

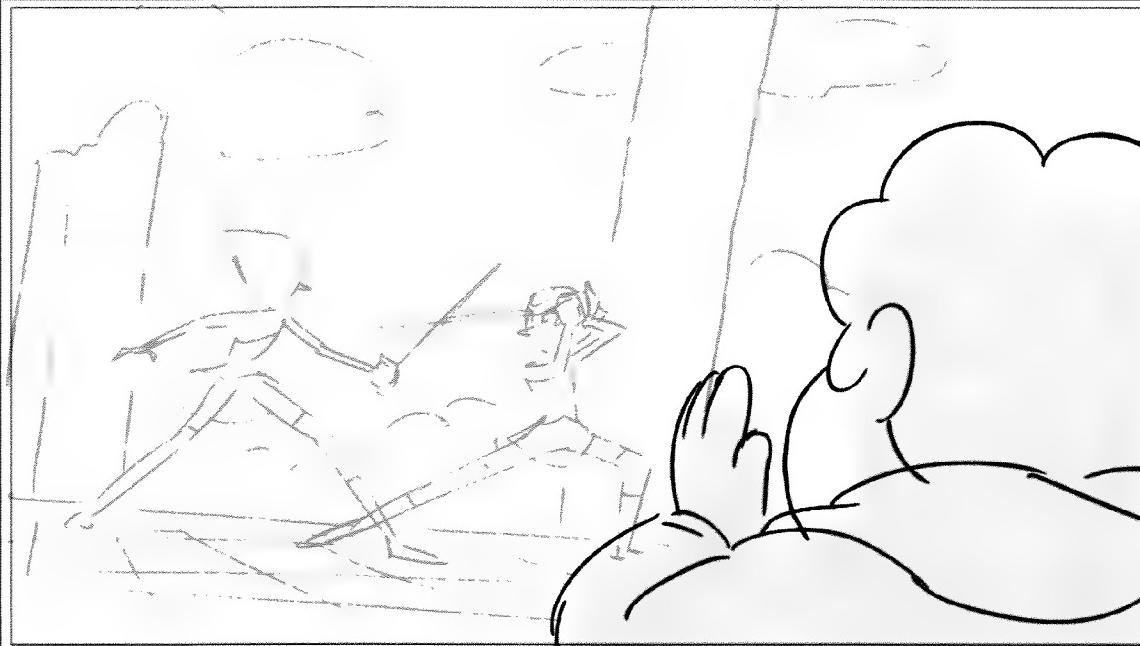
1020.013



Scene

Panel
47 cont

2



Scene

Panel
48

1



Dialogue

STEVEN: GO PEARL...

Slugging

1.08

Dialogue

STEVEN: ...GO!

Slugging

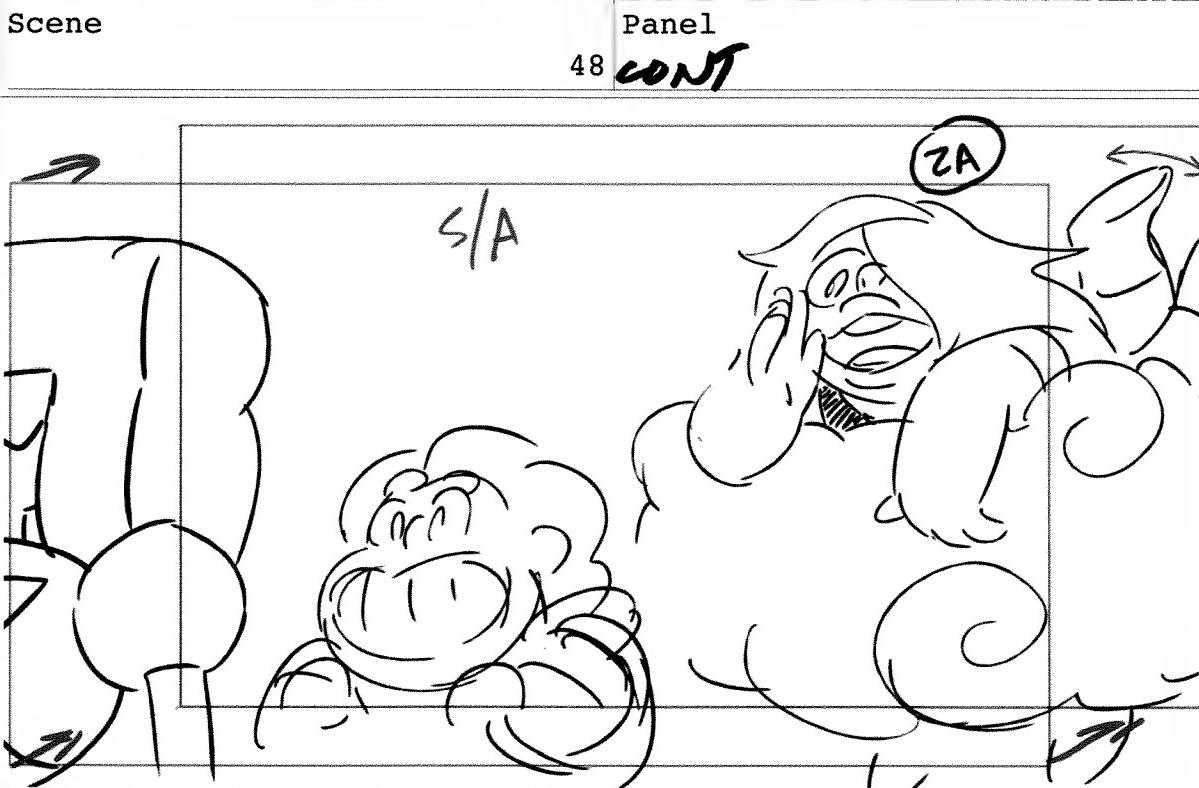
0.15

AUG 06 2013

1020.013

1020.013

1020.013

**Dialogue**

AMETHYST: Go HOLO-PEARL!

Action Notes

Camera ADJ NE up towards Amethyst on a cloud.

Amethyst is still swinging her feet.

Slugging

HOLD: 0.07

Then ADJ: 0.06

Then HOLD: 1.11

**Dialogue**

PEARL: Grrrrr...

Action Notes

Pearl looks annoyed towards Amethyst O/S.

Slugging

1.03

AUG 06 20..

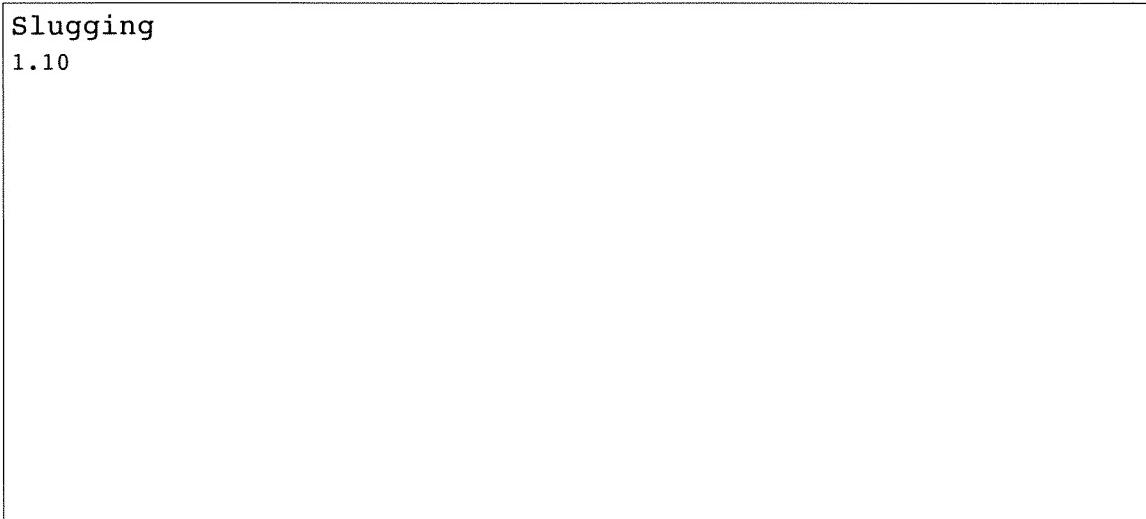
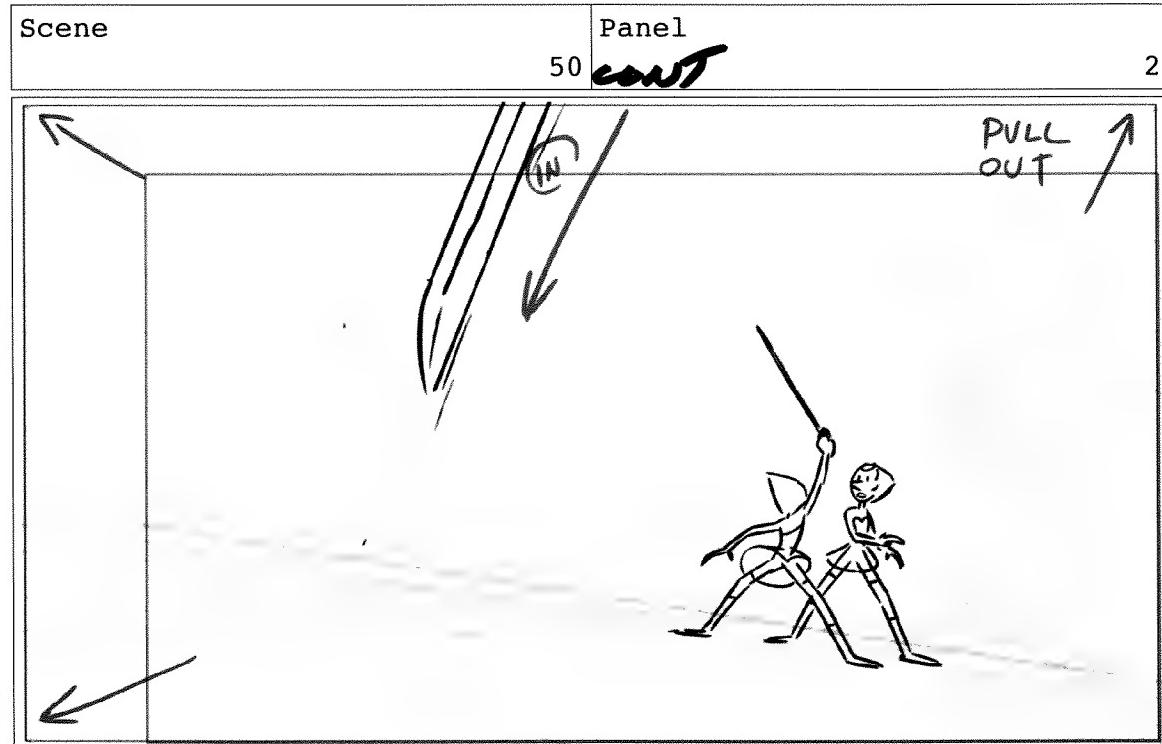
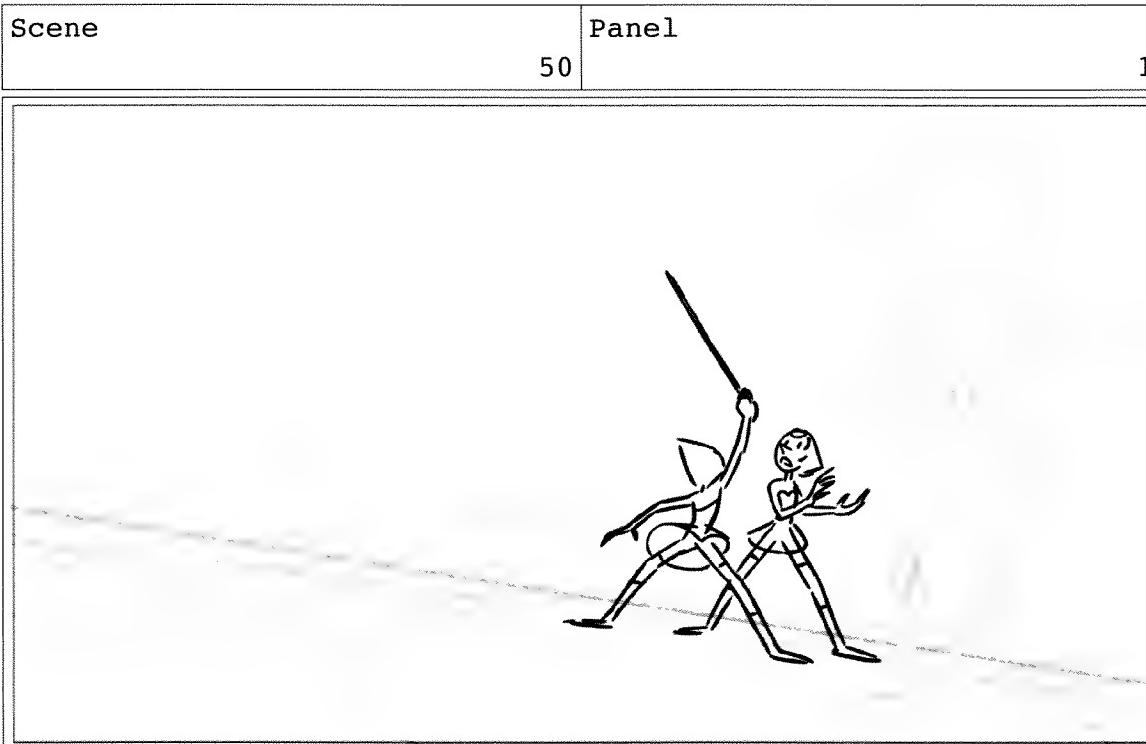
1020.013





Steven The Sword Fighter

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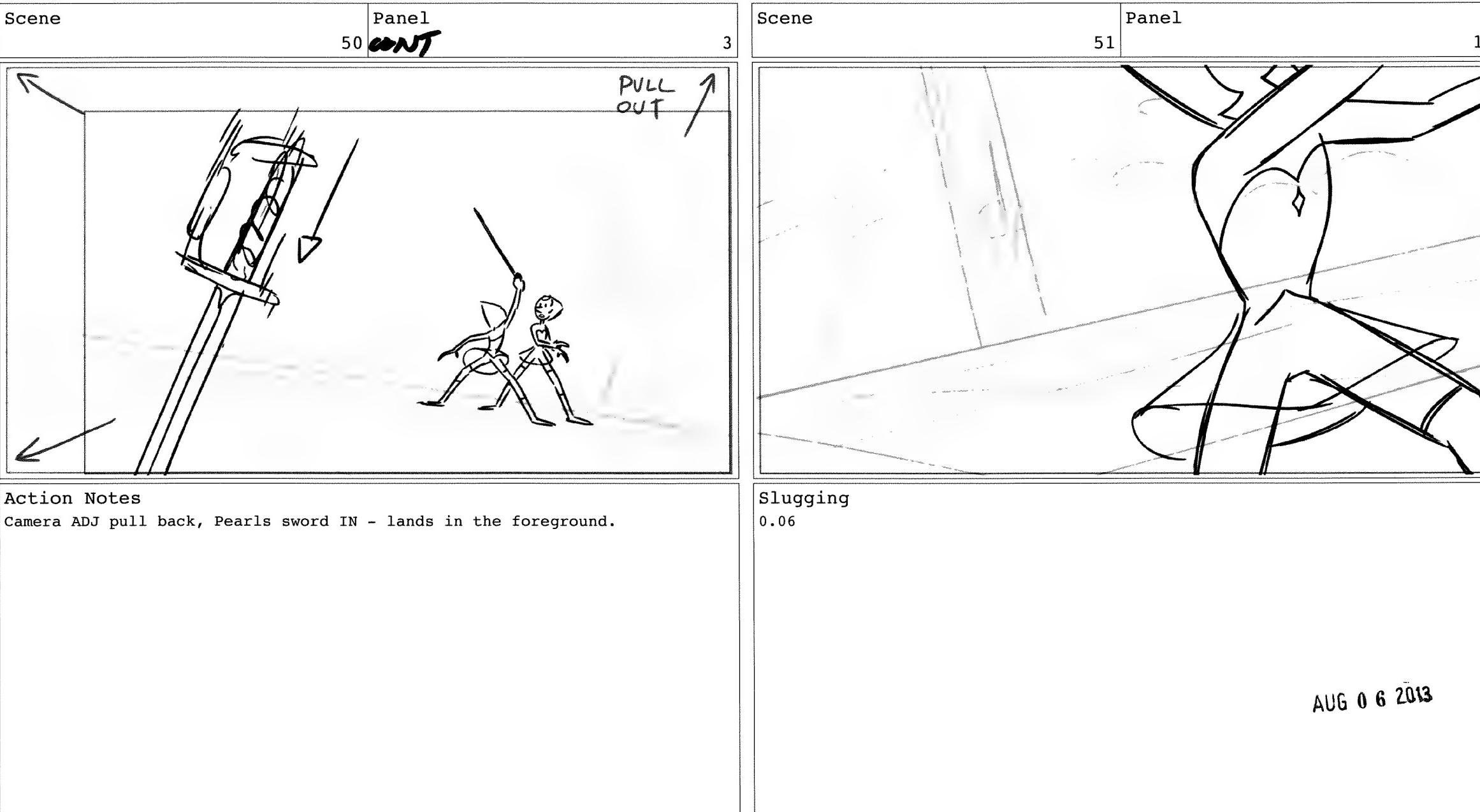
Action Notes
Camera ADJ pull back, Pearl's sword IN - lands in the foreground.
Slugging
Panels 2 + 3 =
ADJ: 0.05
Then HOLD: 0.15

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1020.013

1020.013

1020.013



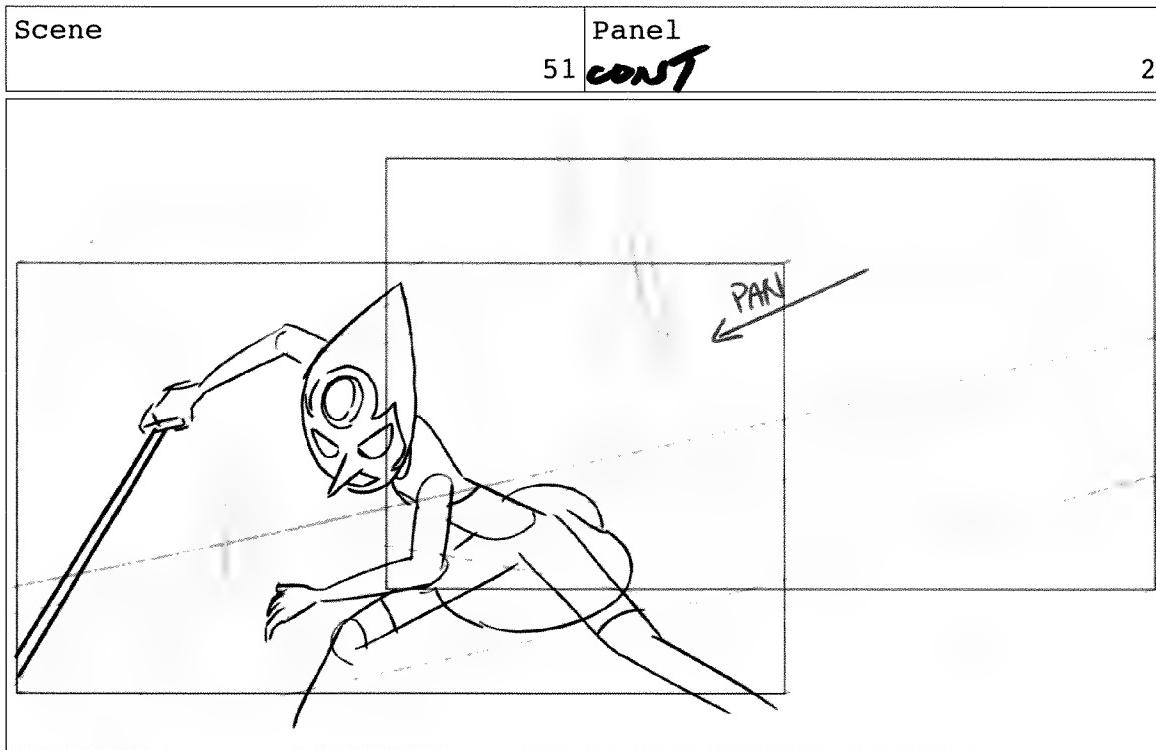
1020.013

1020.013

1020.013



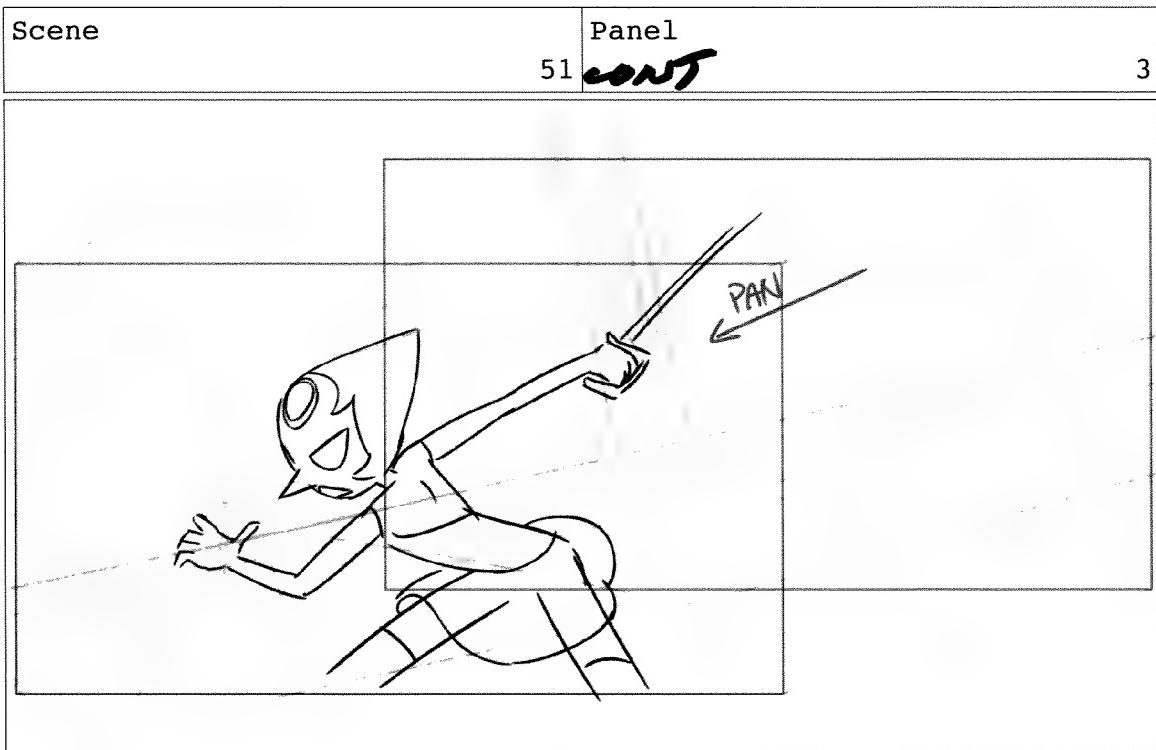
1020.013



Dialogue
HP: Opening...

Action Notes
Camera ADJ SW follow Holo-Pearl towards screen left.

Slugging
ADJ: 0.10



Dialogue
HP: ...Detected

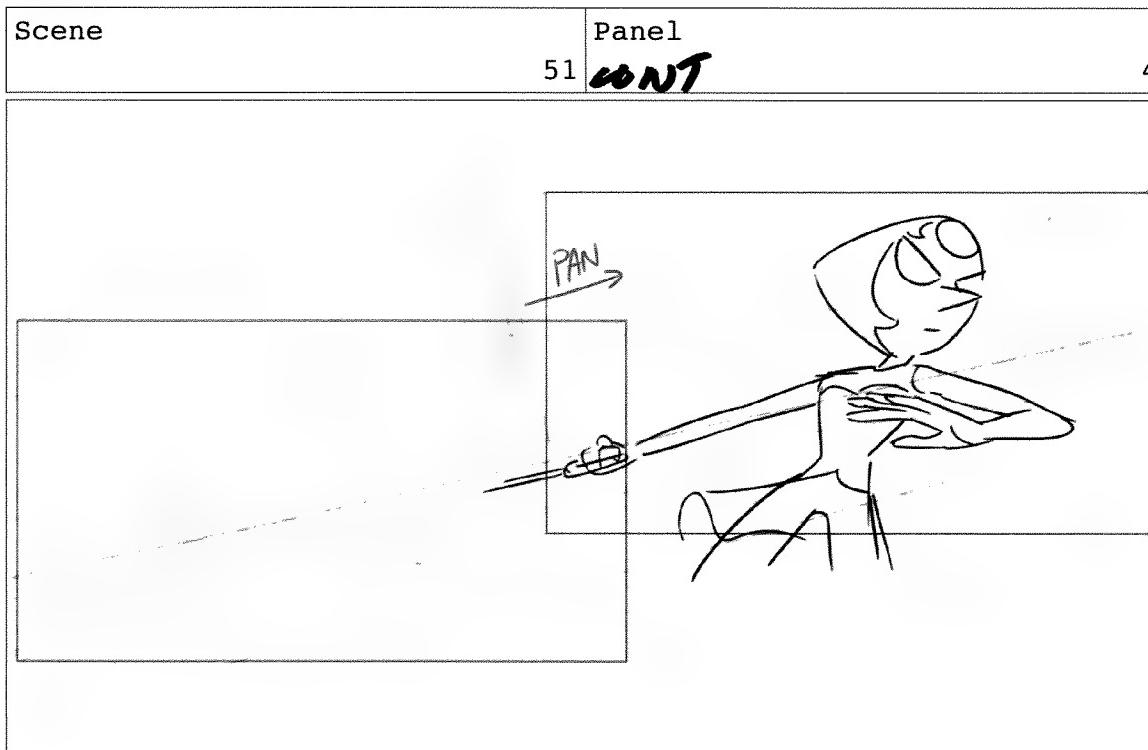
Slugging
ADJ: 1.02

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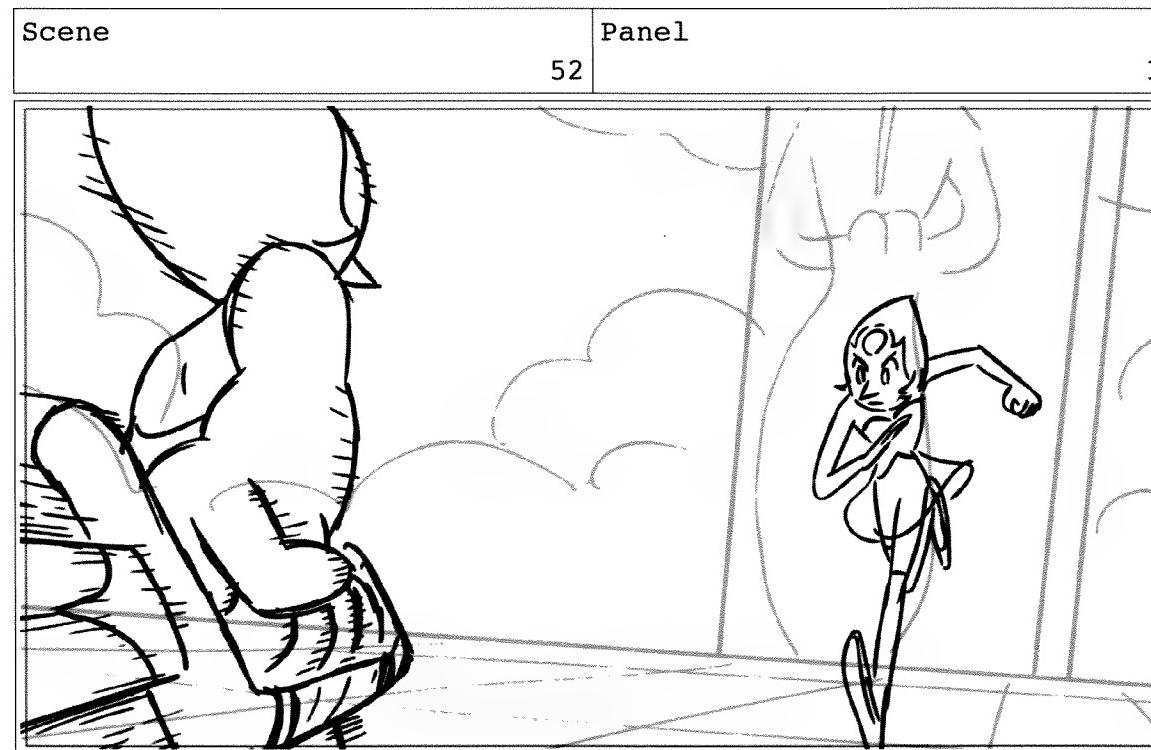


1020 . 013



Action Notes
Camera ADJ NE screen right to follow Holo-Pearls forward run towards Pearl
O/S.

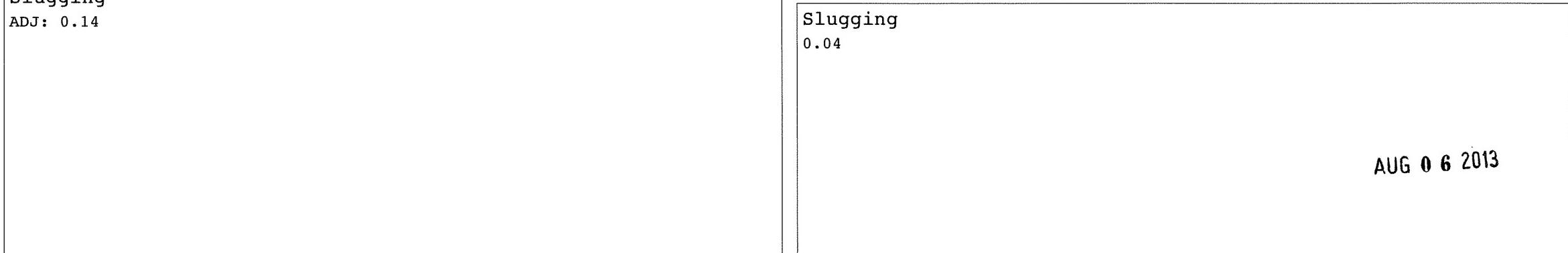
Slugging
ADJ: 0.14



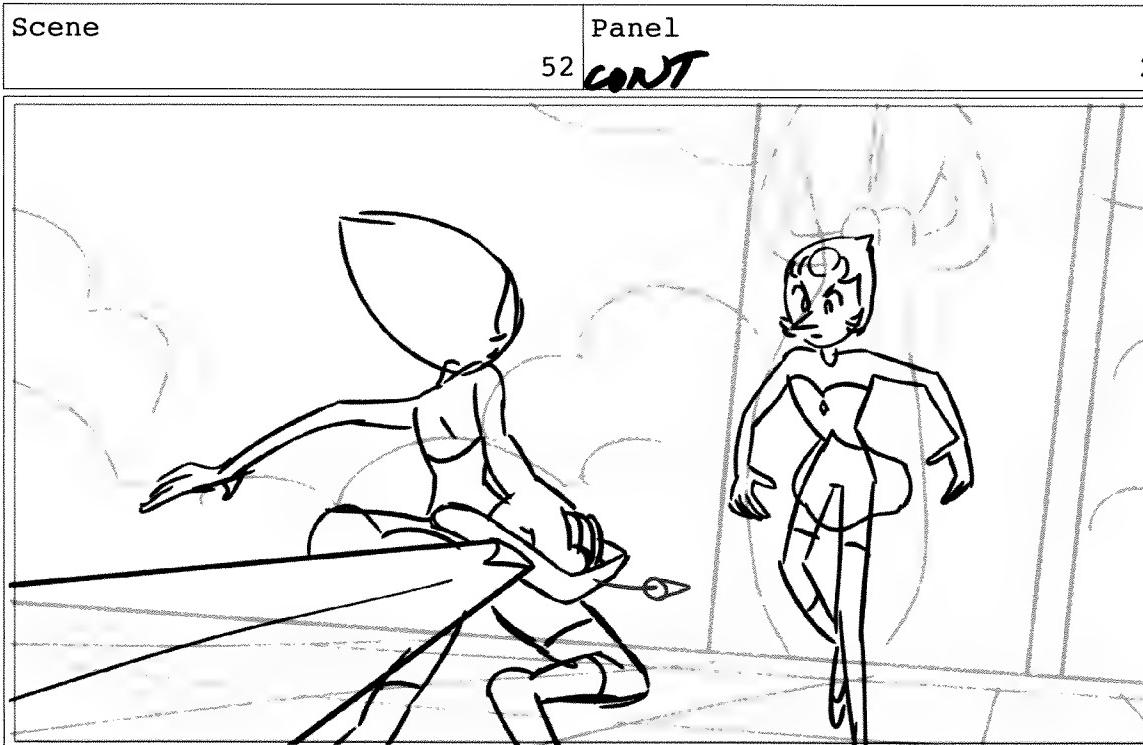
Action Notes
Pearl is running forward towards Holo-Pearl.
Holo-Pearl runs towards Pearl.

Slugging
0.04

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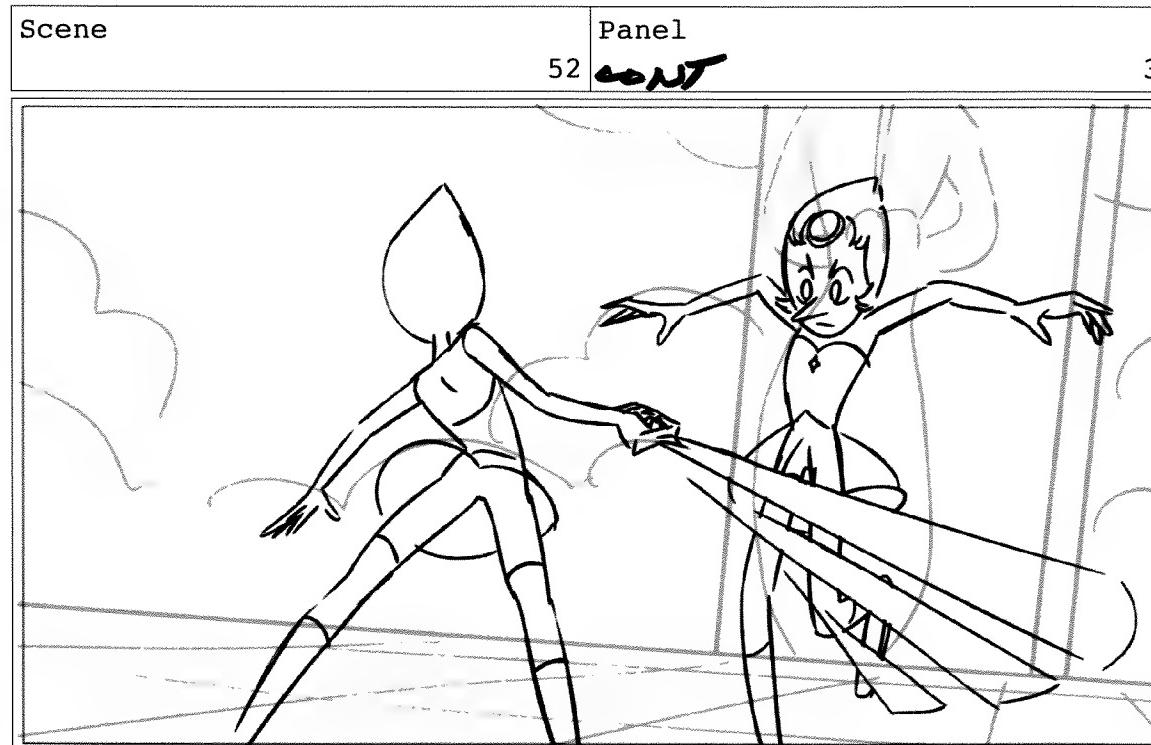


1020 . 013



Action Notes
Holo-Pearl starts to swings her sword at Pearl.

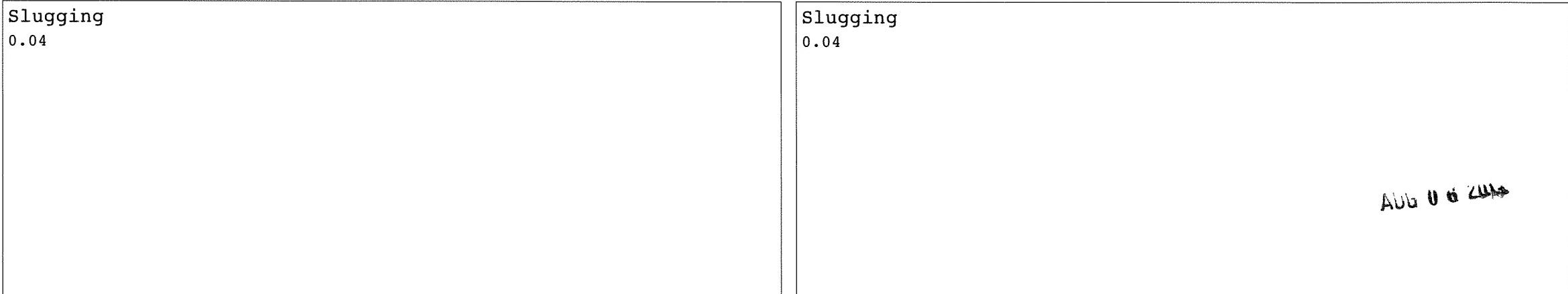
Slugging
0.04



Action Notes
Pearl reacts to sword swing.

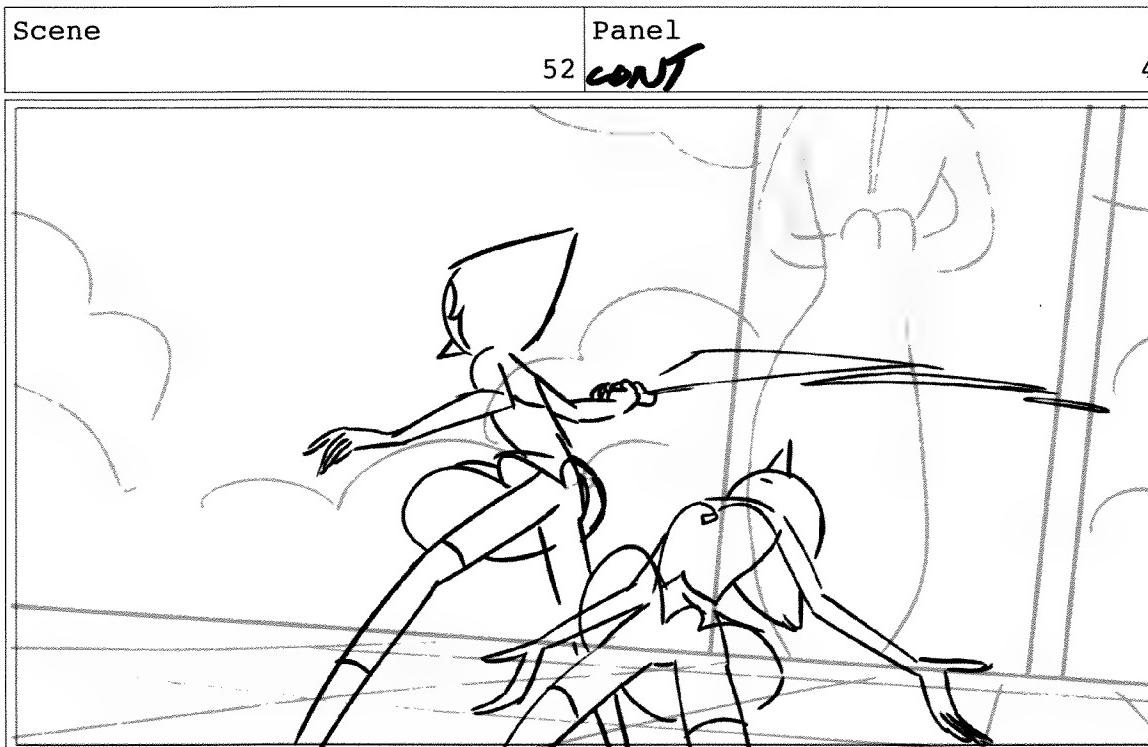
Slugging
0.04

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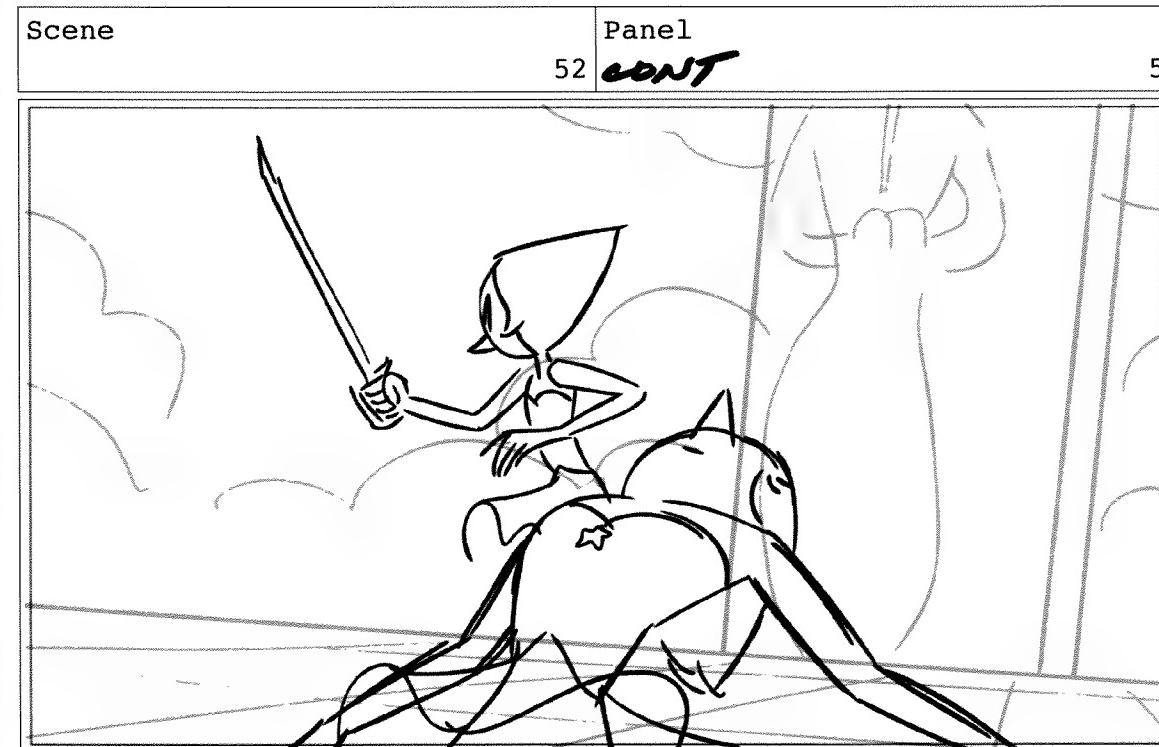


1020 . 013



Action Notes
Pearl drops under the sword, sliding towards camera.

Slugging
0.04



Action Notes
Pearl sliding towards camera.

Slugging
0.04

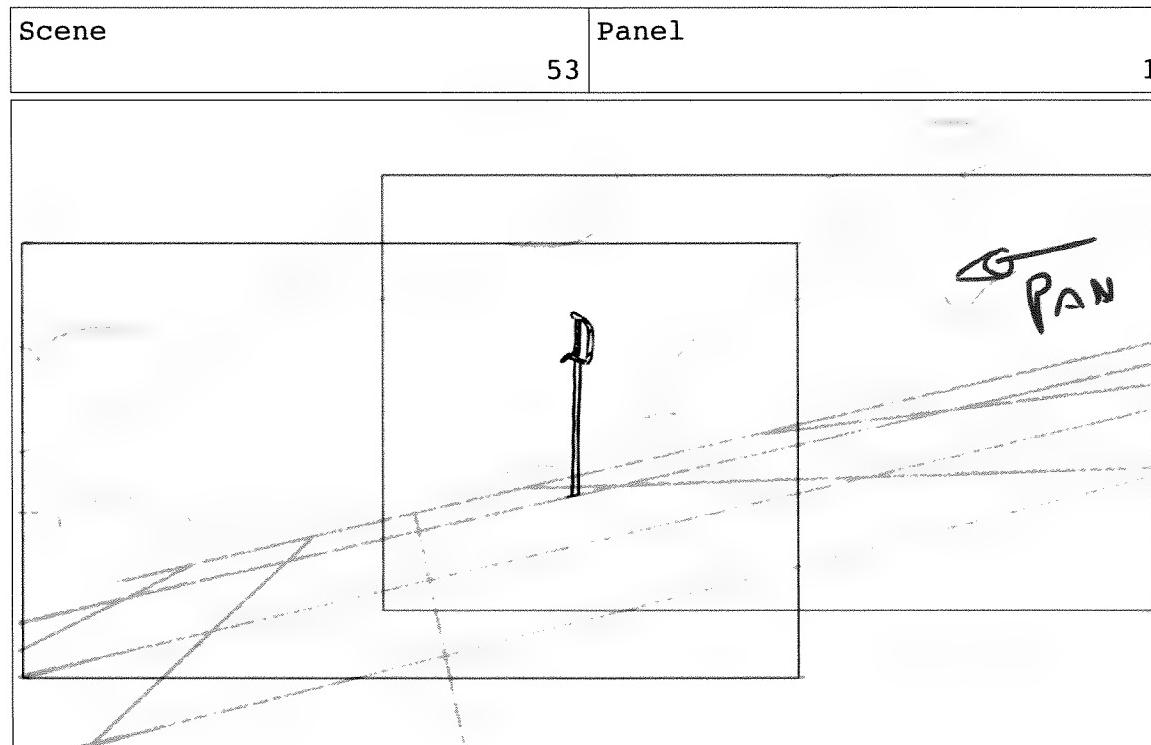
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1020 . 013

1020 . 013



Slugging
0.04



Action Notes
Camera ADJ SW follows Pearl as she slides to pick up the sword.

Slugging
ADJ: 0.04

Total ADJ frames panels 1 to 7 = 2.06

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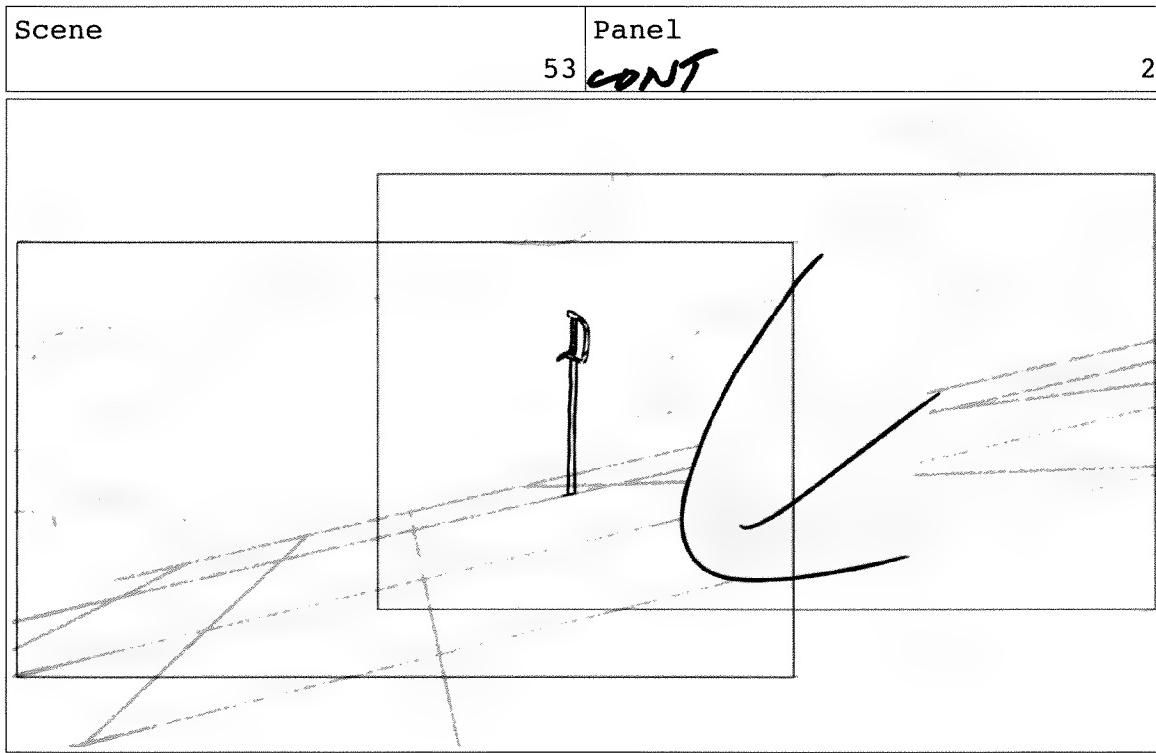
1020.013

1020.013

1020.013

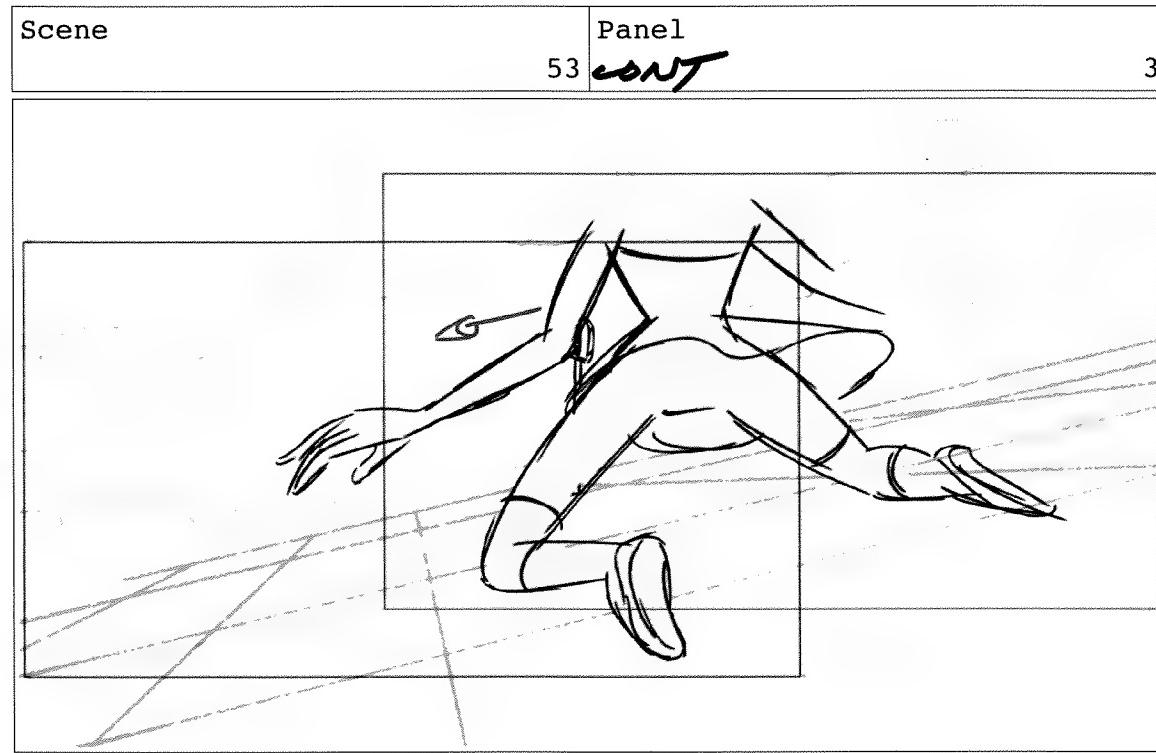


1020 . 013



Action Notes
Pearl appears in F/G.

Slugging
ADJ: 0.04



Action Notes
Pearls slide continues, camera follows

Slugging
ADJ: 0.04

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1020 . 013

1020 . 013

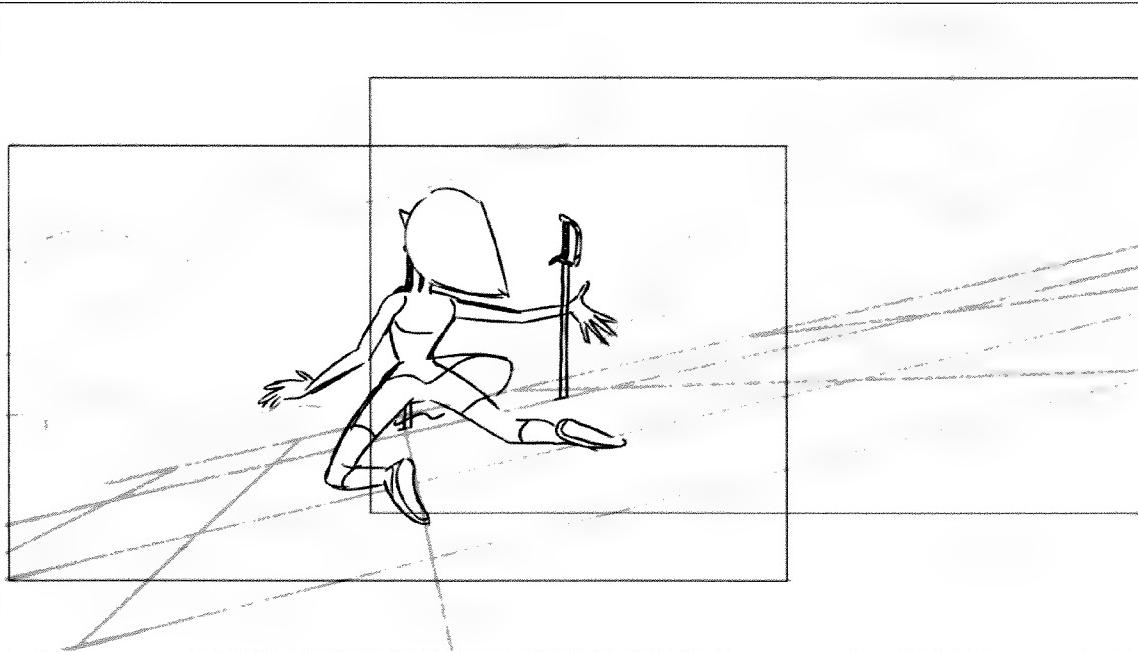


Scene

Panel

53 *CONT*

4

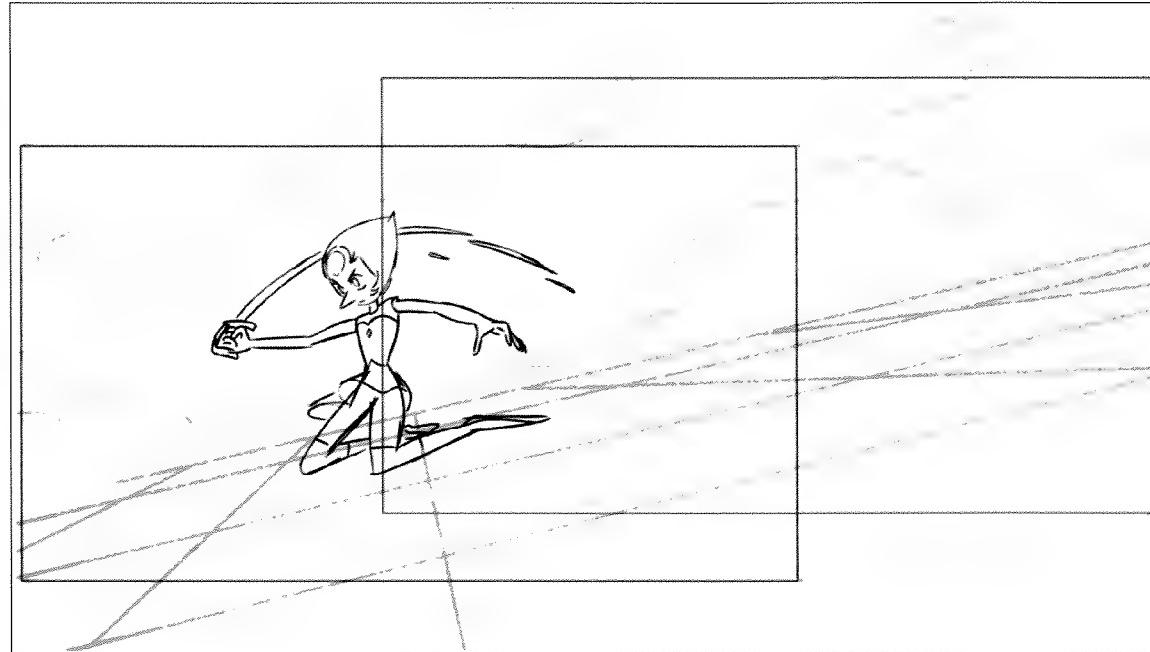


Scene

Panel

53 *CONT*

5



Slugging

ADJ: 0.04

Action Notes

Pearl grabs her sword as she spins around to a stop.

Slugging

ADJ: 0.06

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1020.013

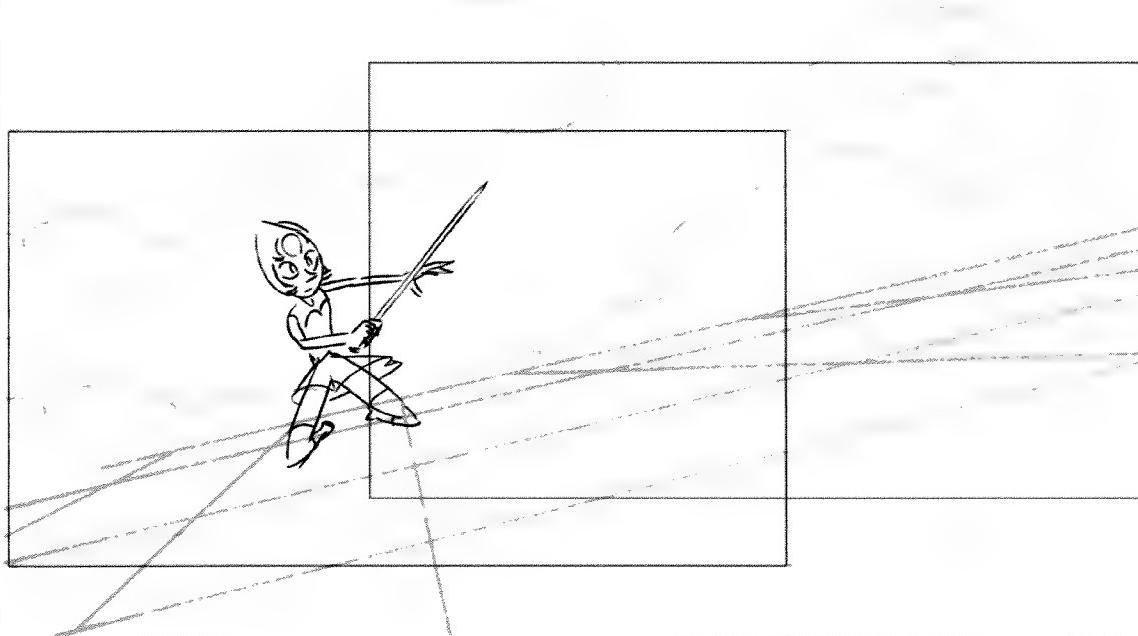


Scene

Panel

53 *CONT*

6



1020 . 013

Slugging

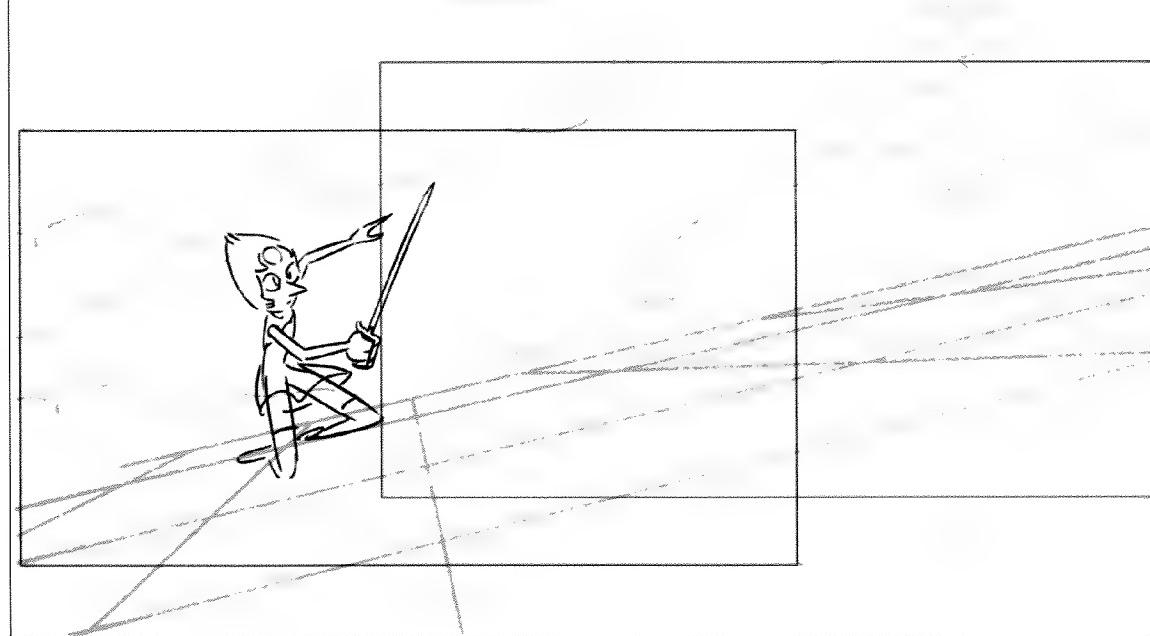
ADJ: 0.06

Scene

Panel

53 *cont*

7



1020 . 013

Slugging

ADJ: 0.10

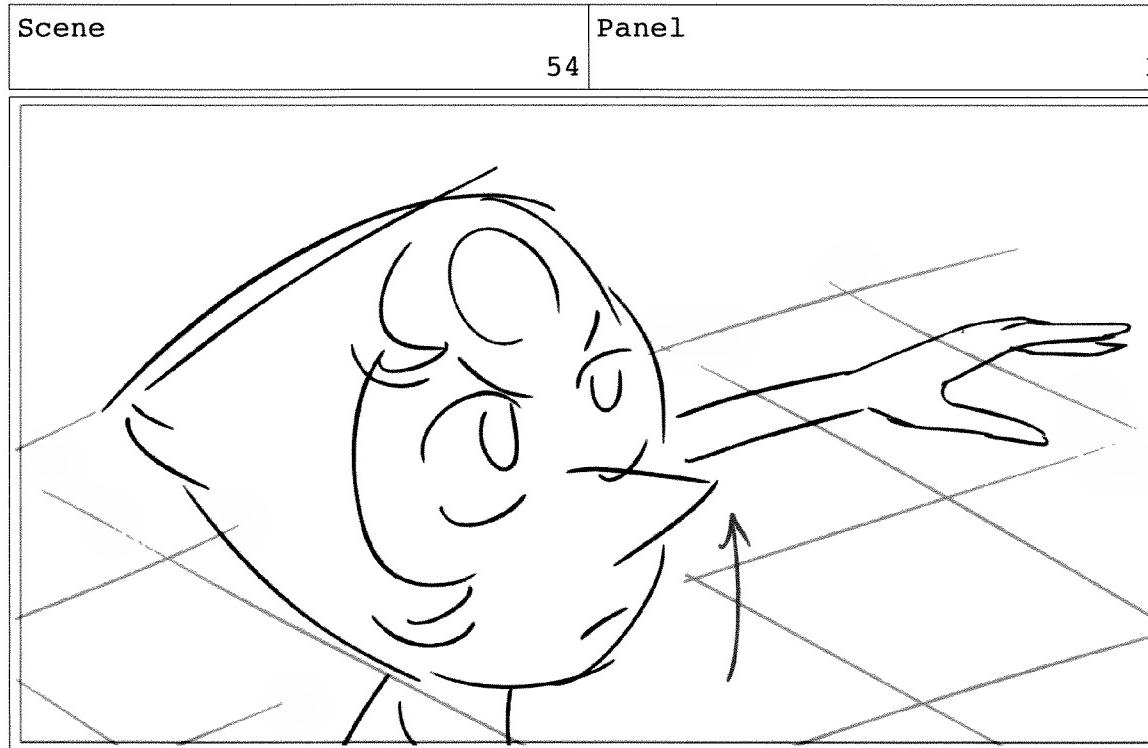
AUG 06 201

1020 . 013



1020 . 013

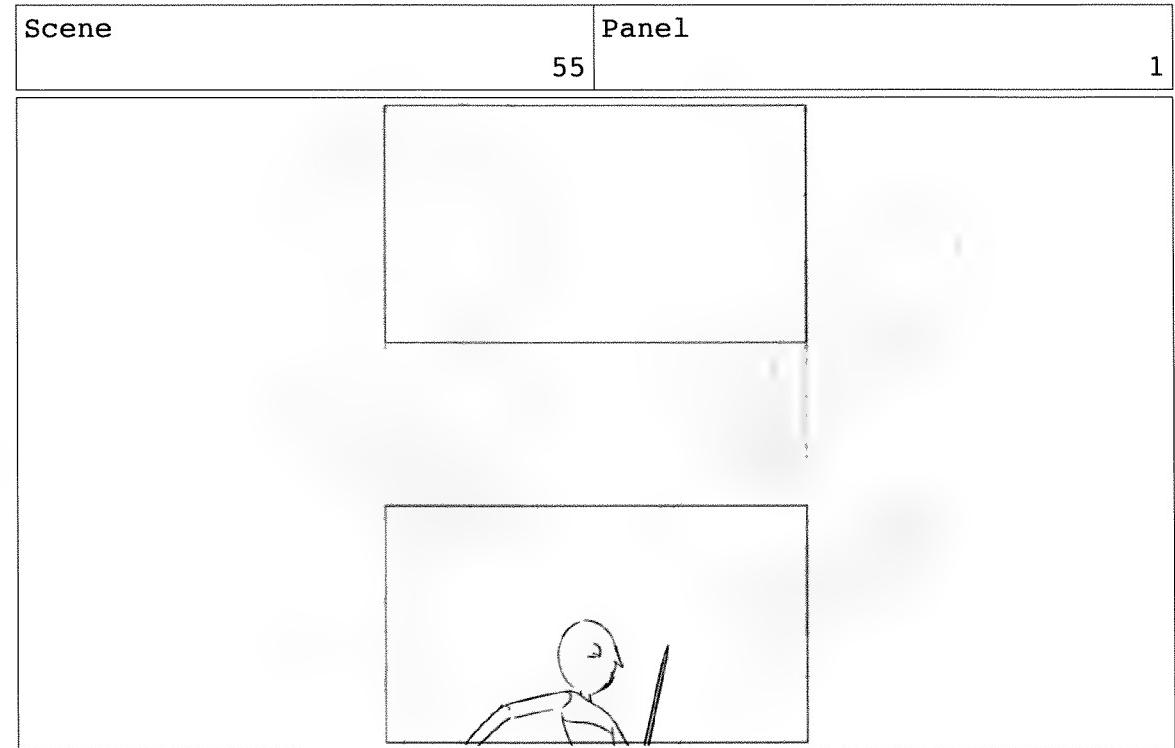
1020 . 013



Action Notes
Pearl looks up.

Slugging
1.02

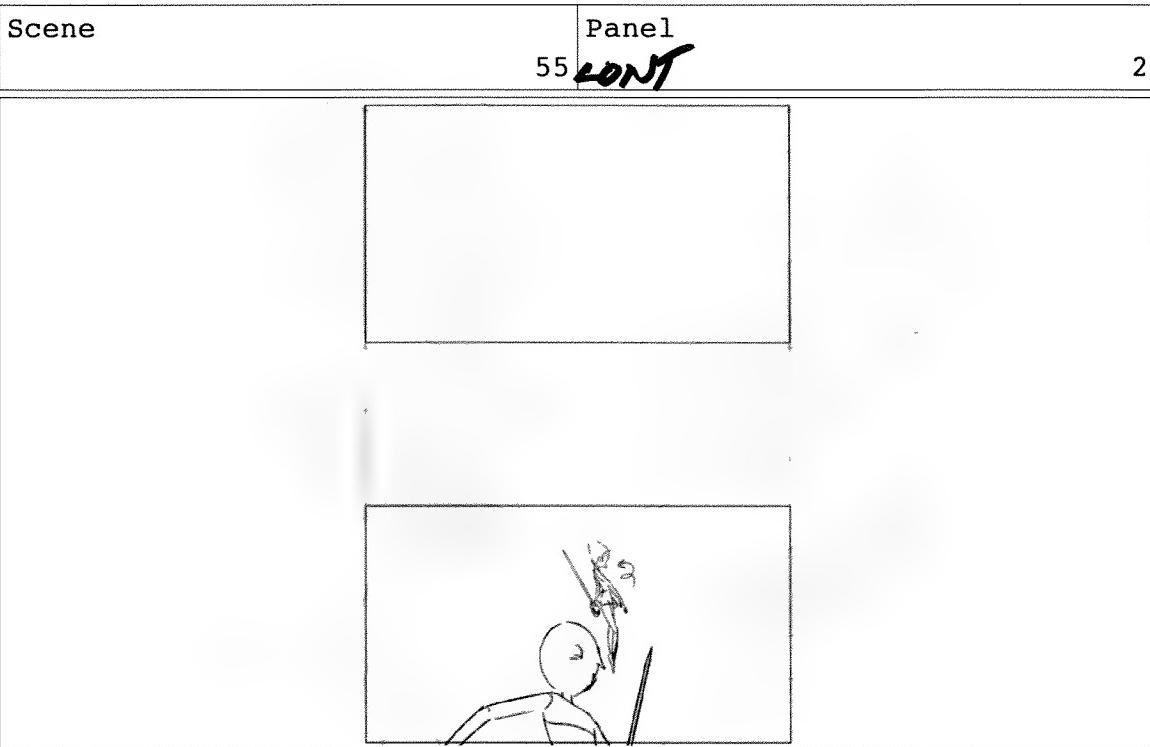
Notes
H/U Pearl to previous



Slugging
HOLD: 0.06

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1020 . 013



1020 . 013

Action Notes

Holo-Pearl rapidly spins counter-clockwise up into the air.

Camera ADJ up to follow Holo-Pearl.

Slugging

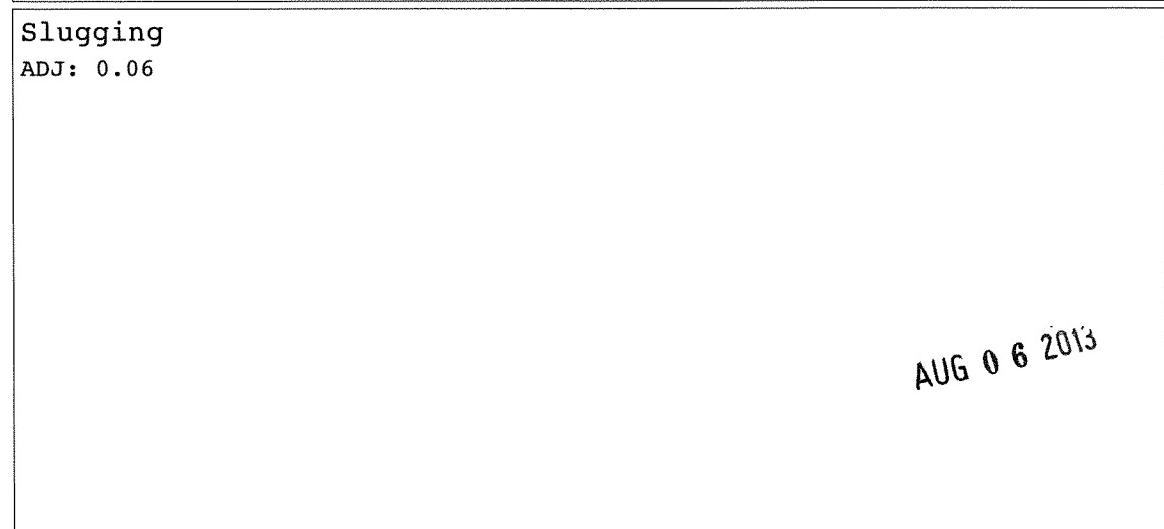
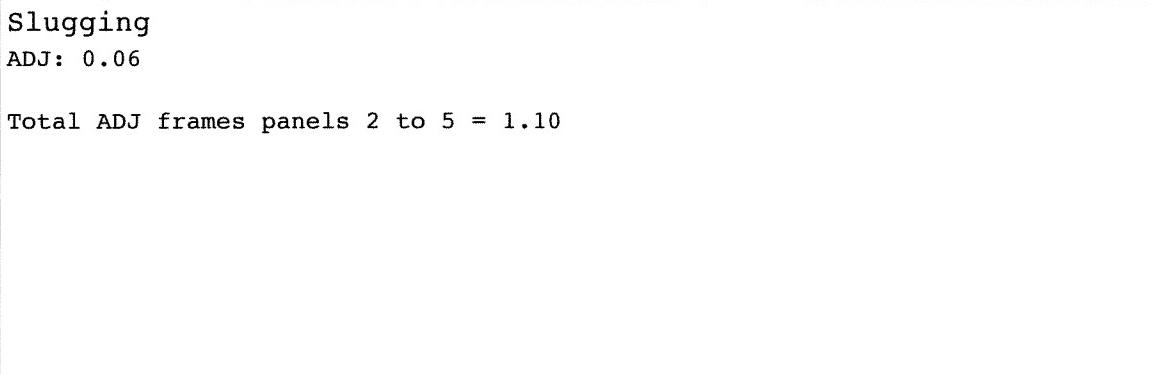
ADJ: 0.06

Total ADJ frames panels 2 to 5 = 1.10

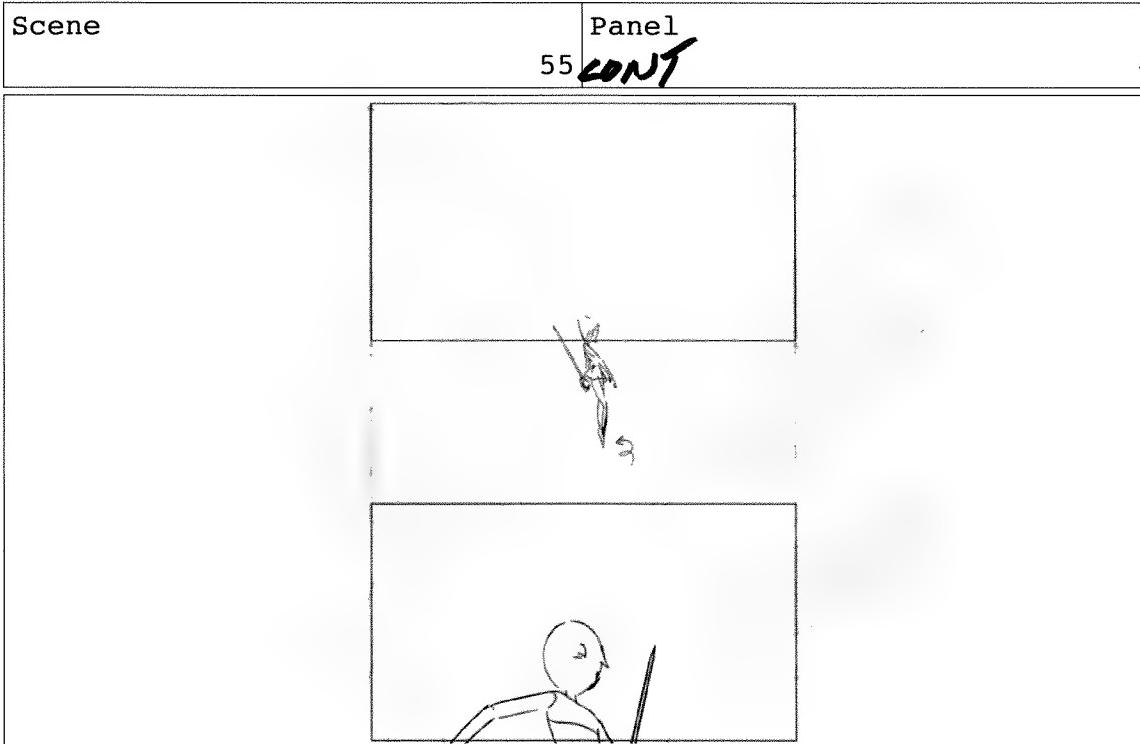
Slugging

ADJ: 0.06

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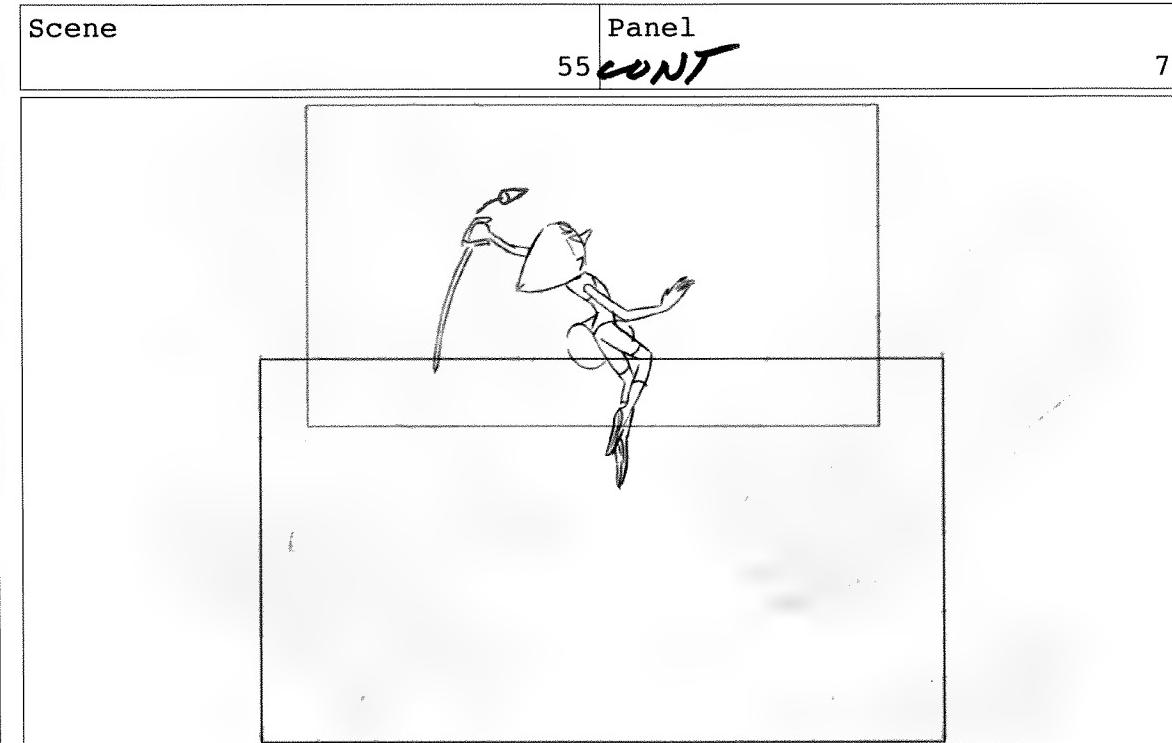
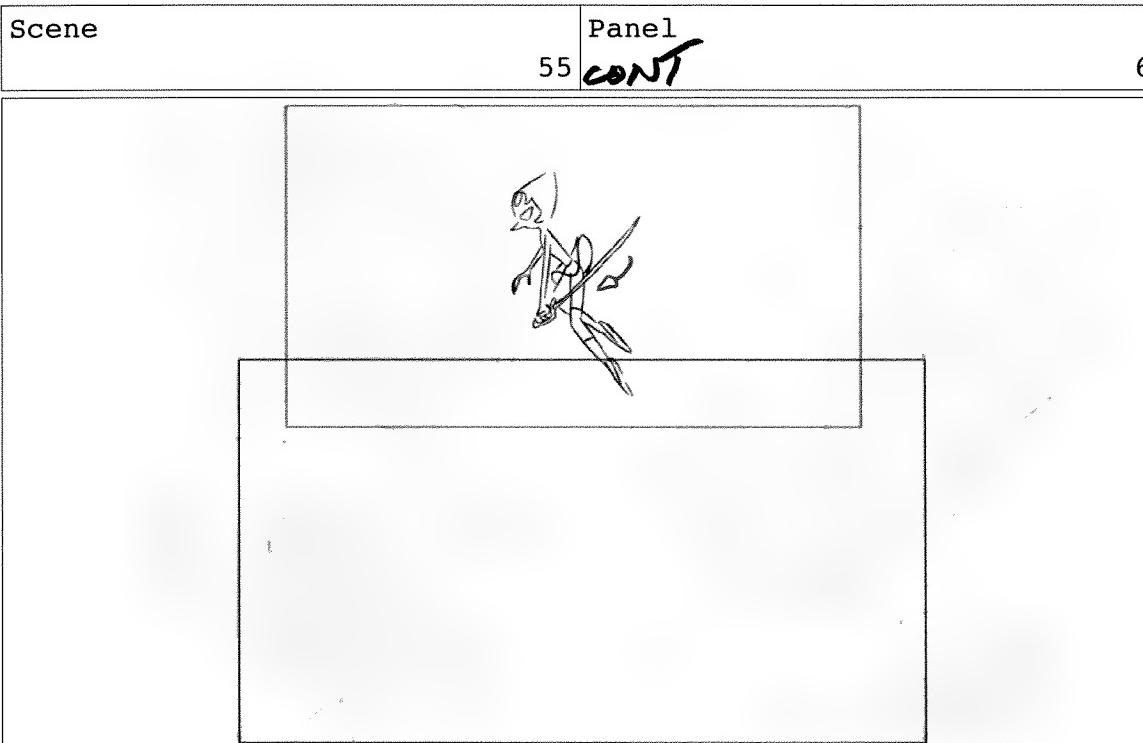
1020 . 013



Slugging
ADJ: 0.06

Action Notes
Holo-Pearl slows at the apex of the jump up.
Slugging
ADJ: 0.08

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1020.013

Action Notes

Holo-Pearl falls forward spinning clock-wise towards camera and O/S Pearl.

Camera ADJ South OUT to follow Holo-Pearl.

Slugging

ADJ: 0.06

Total ADJ frames panels 6 to 8 = 1.00

Slugging

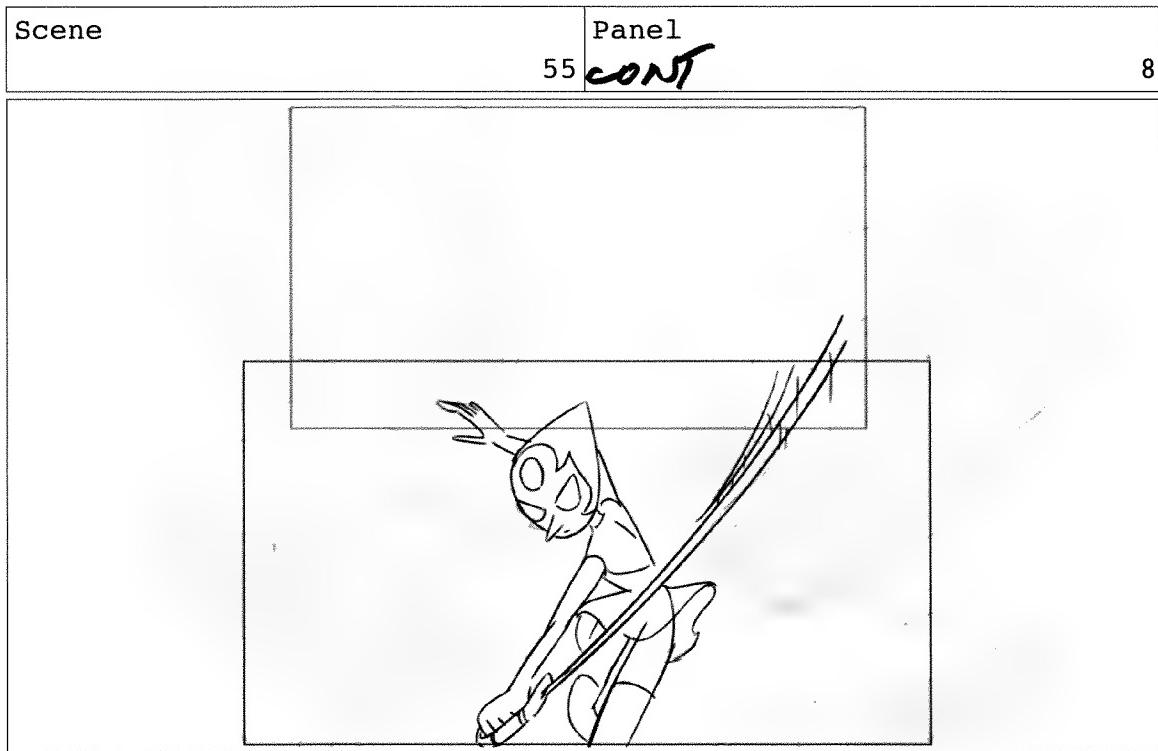
ADJ: 0.06

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1020.013

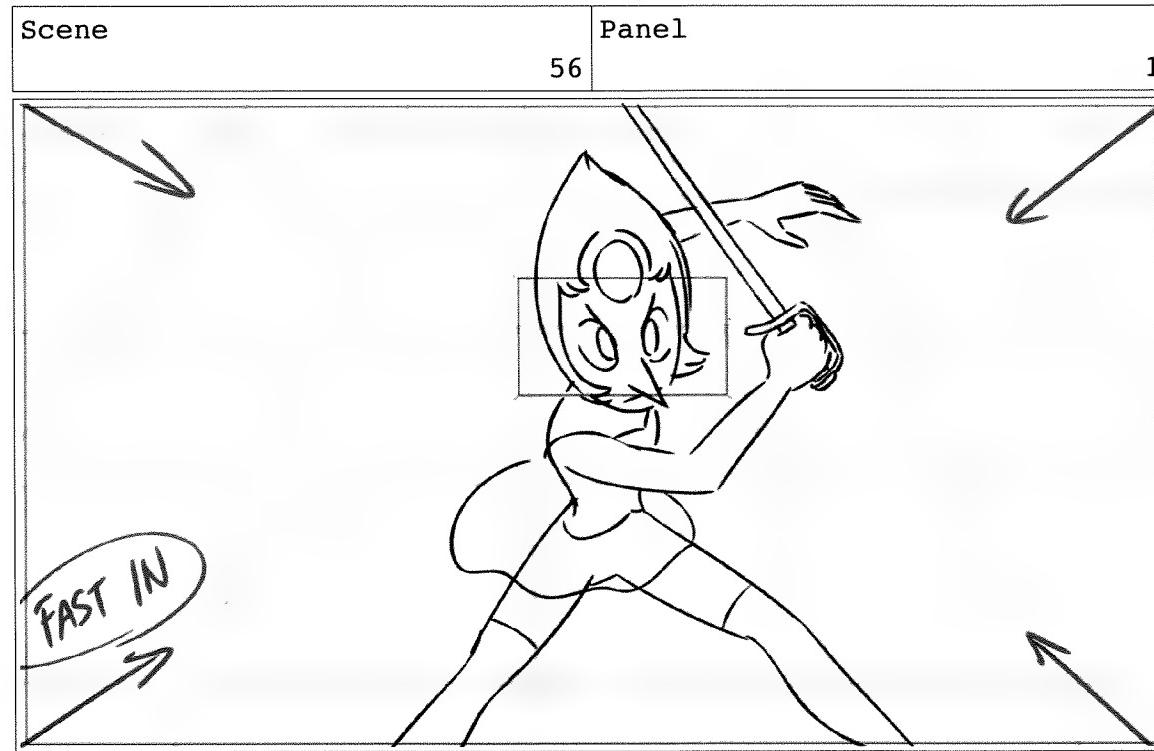


1020-013



Action Notes
Holo-Pearl swings her sword towards Pearl O/S bottom.

Slugging
ADJ: 0.04



Action Notes
Camera fast truck in on Pearl.

Slugging
ADJ: 0.08

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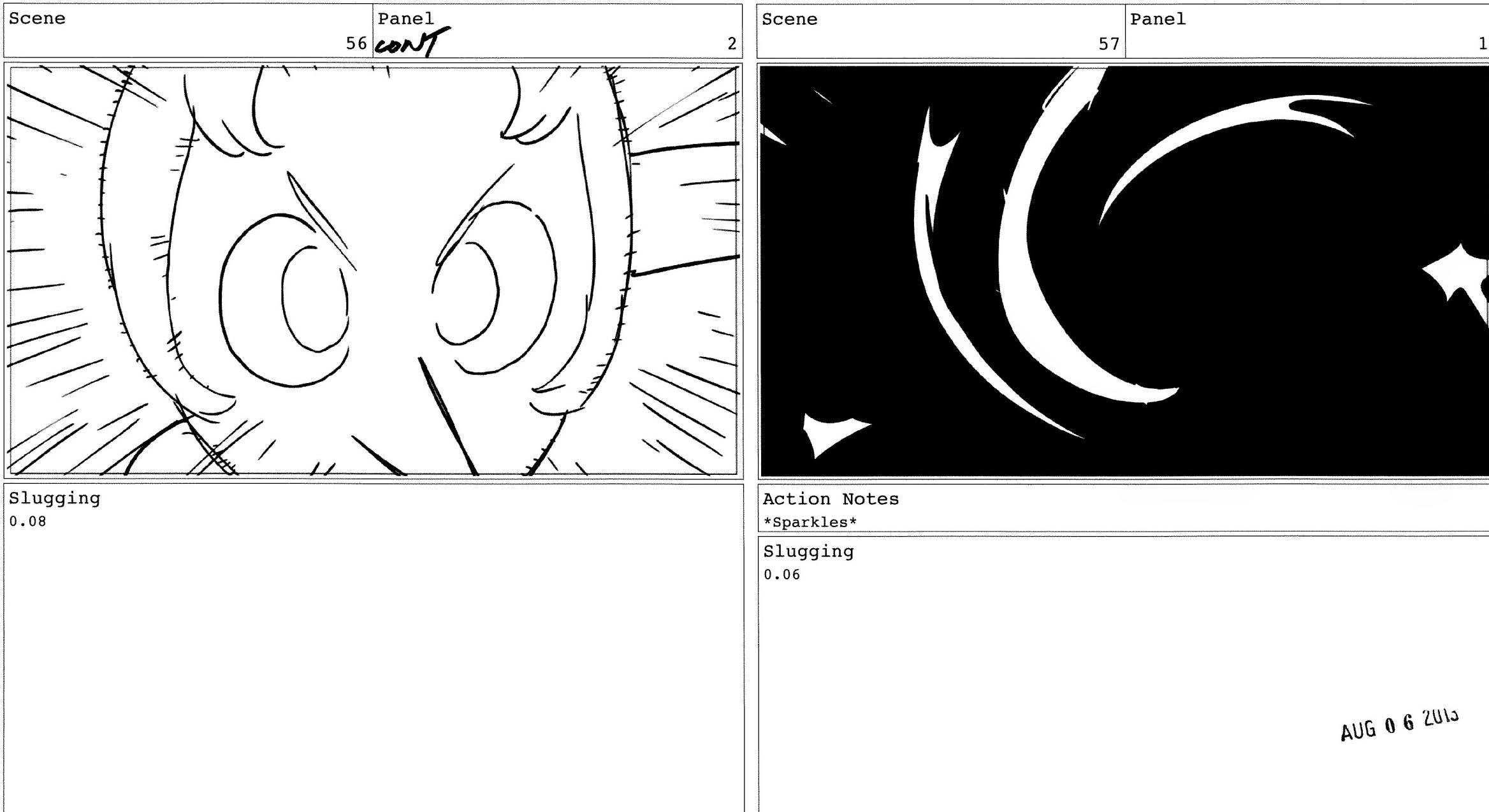
1020-013

1020-013



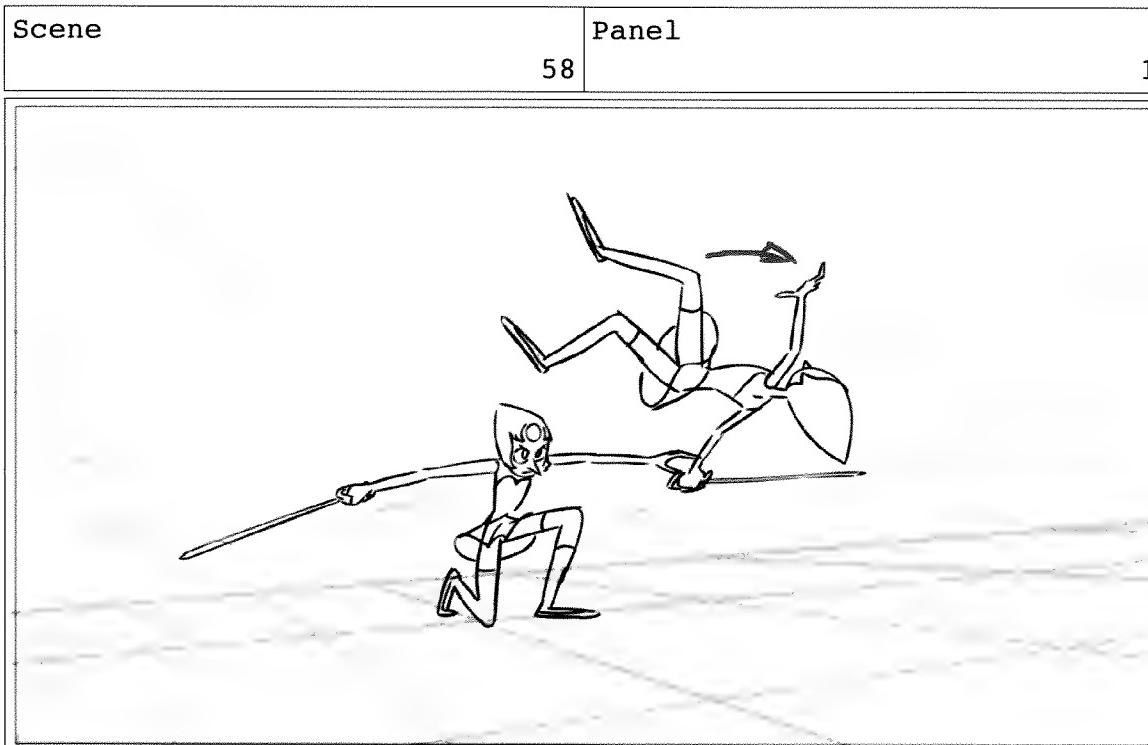
Steven The Sword Fighter

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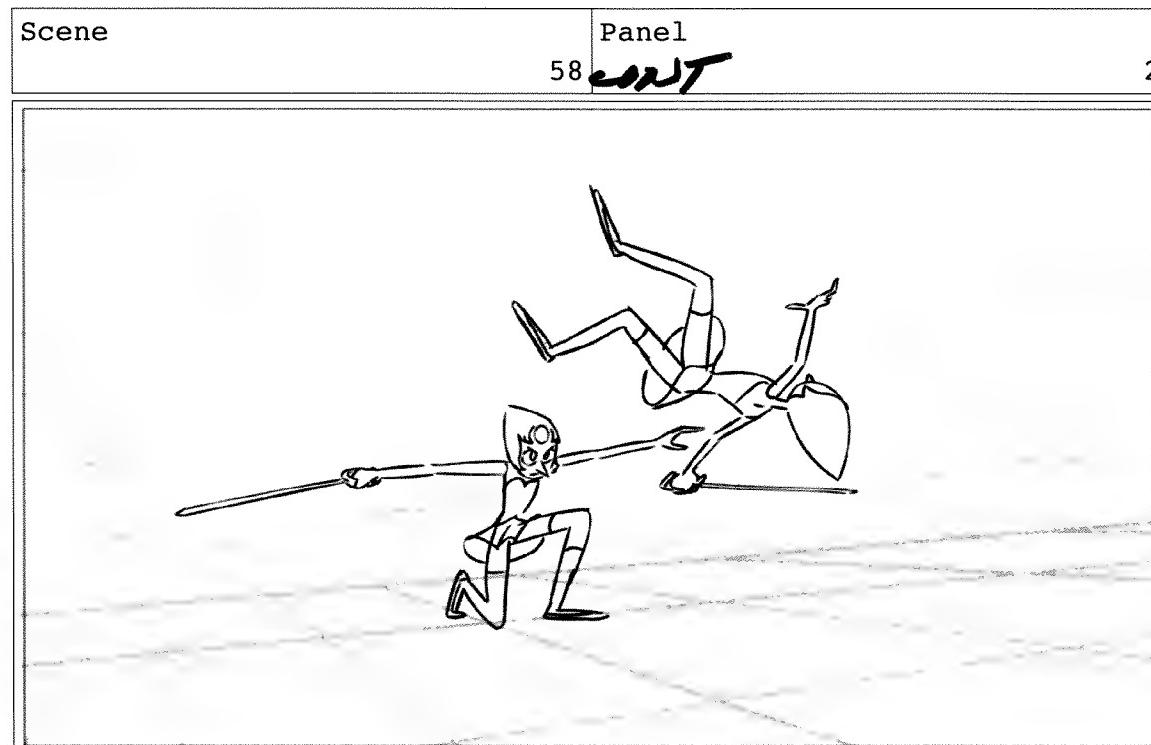
1020.013



Action Notes
Slow-motion.

Holo-Pearl spins clock-wise.

Slugging
0.08



Action Notes
Slow-motion.

Slugging
0.08

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1020.013

1020.013



Steven The Sword Fighter

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Scene

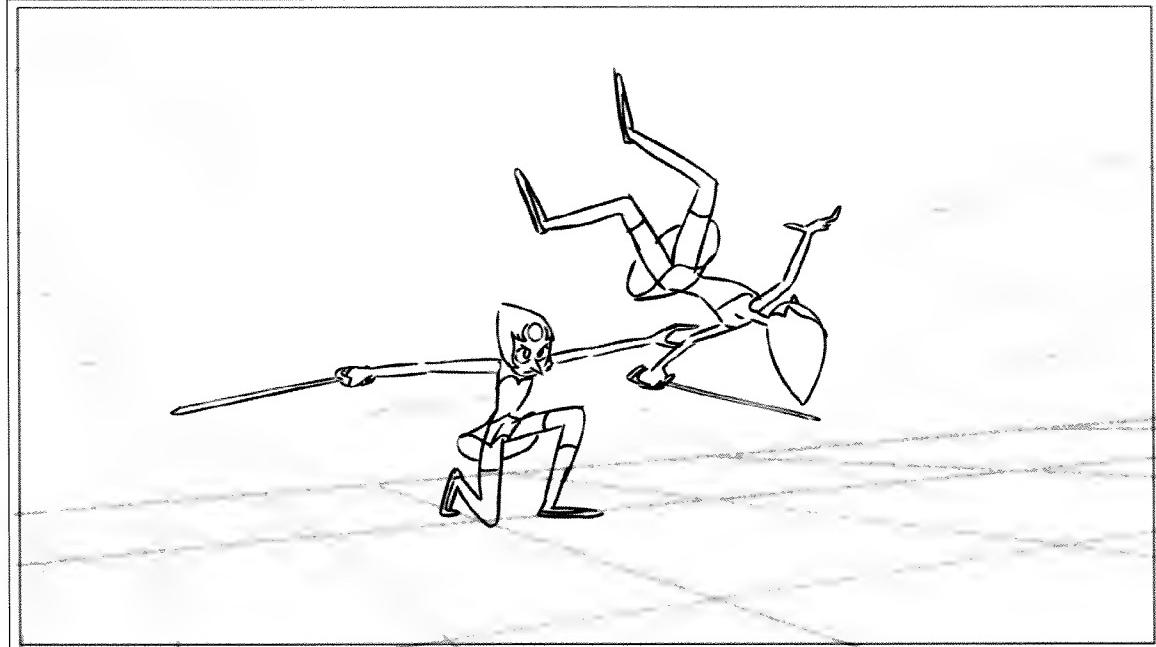
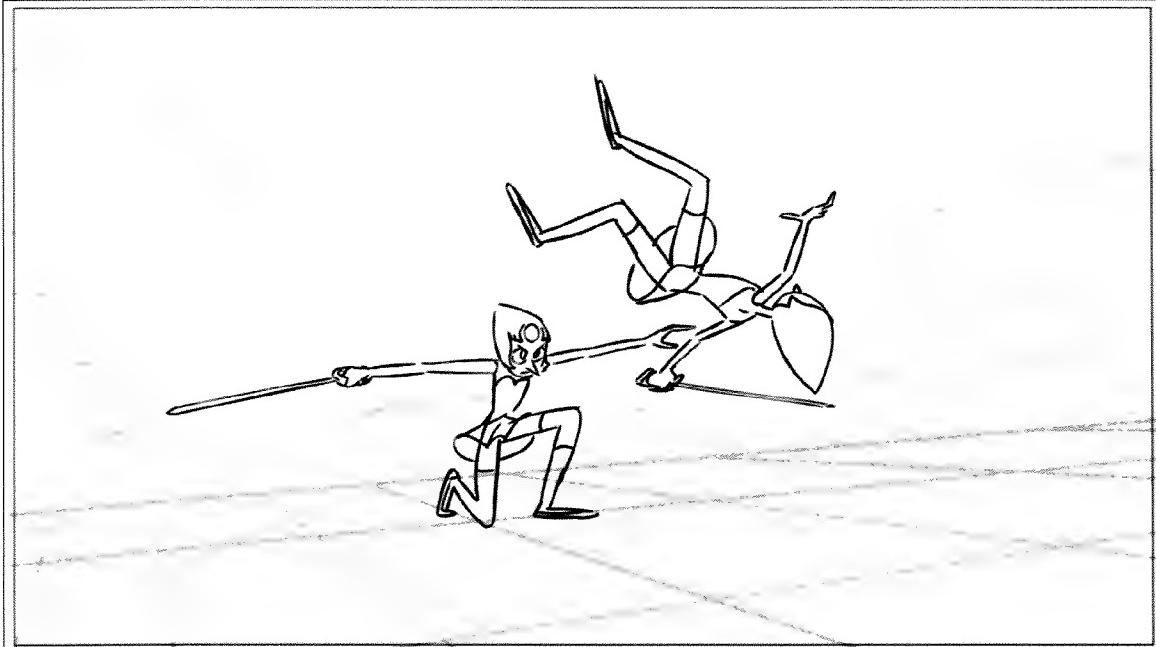
Panel
58 *CONT*

3

Scene

Panel
58 *CONT*

4



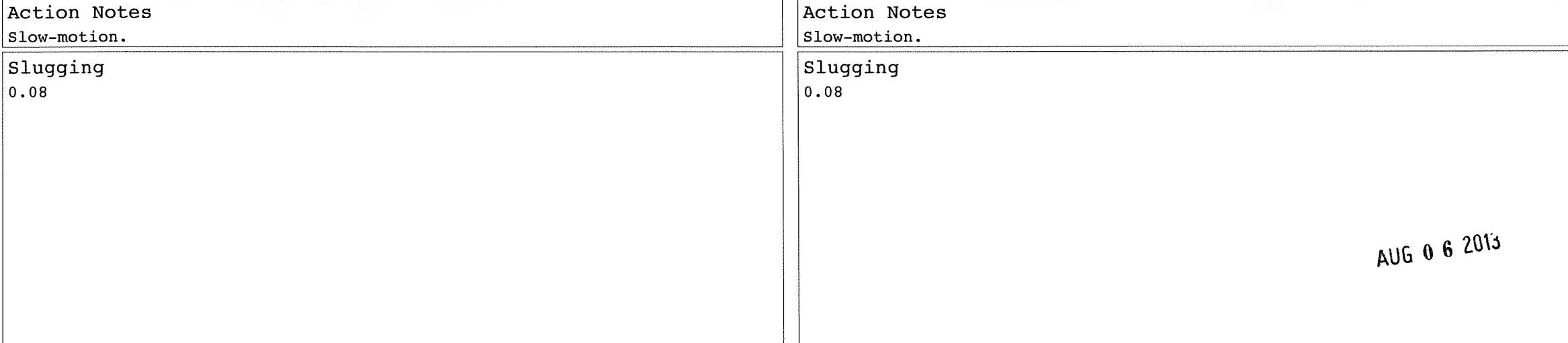
Action Notes
slow-motion.

Slugging
0.08

Action Notes
Slow-motion.

Slugging
0.08

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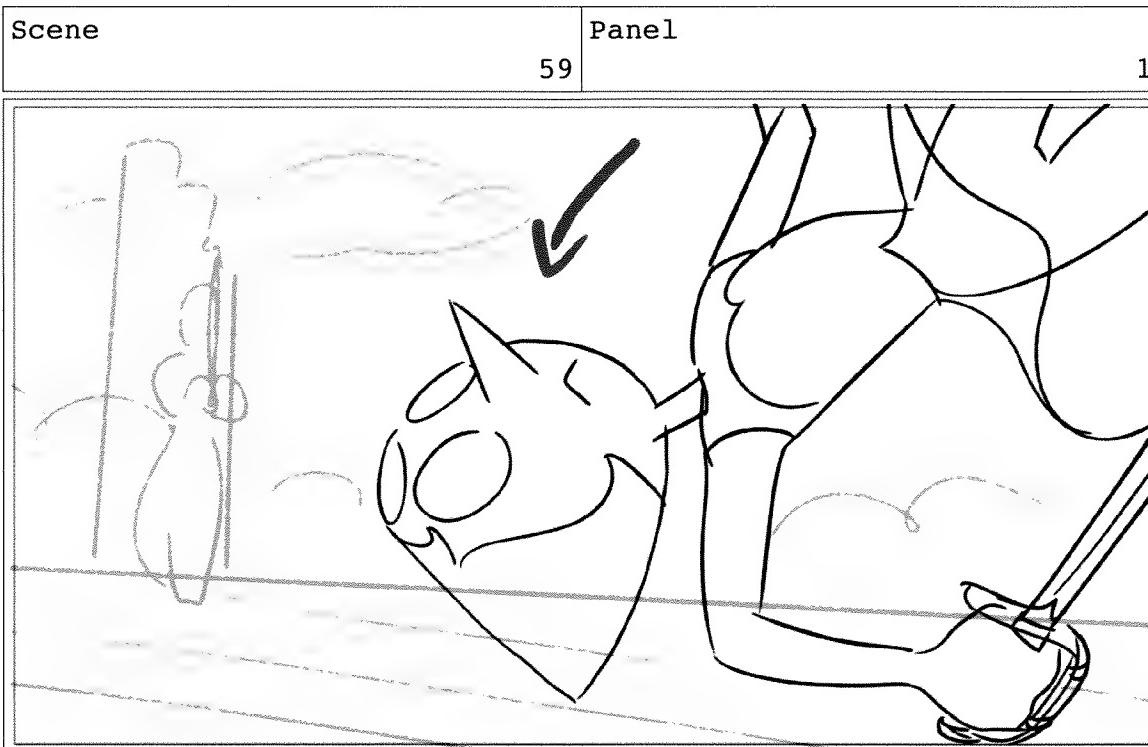
1020.013

1020.013

1020.013



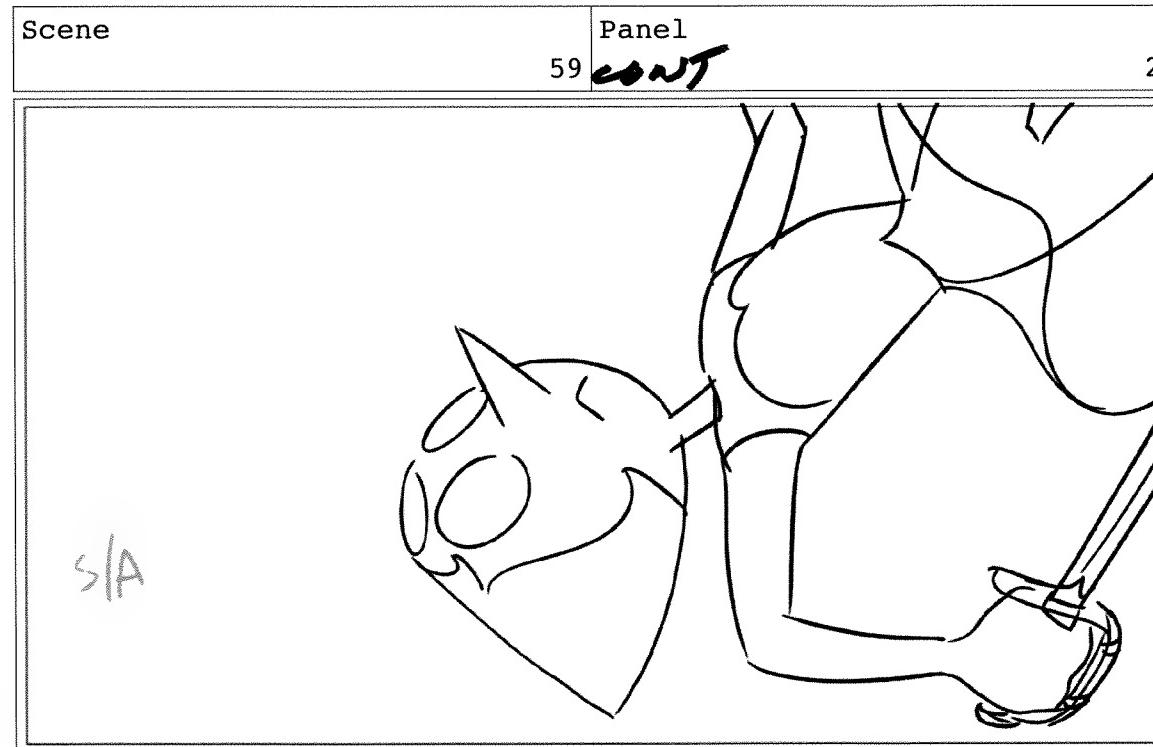
1020.013



Action Notes
Slow-motion.

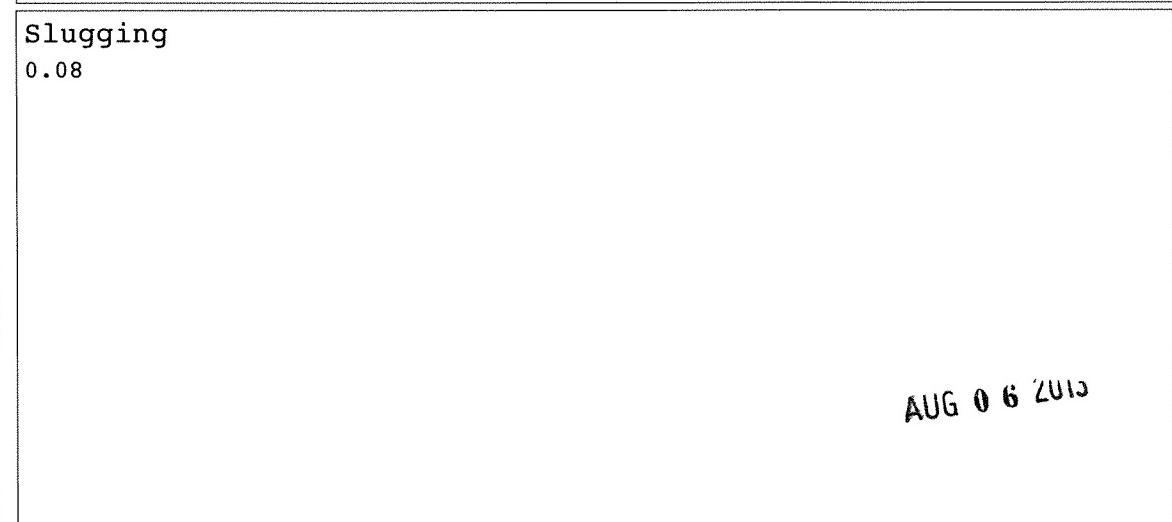
Holo-Pearl spins counter clock-wise.

Slugging
0.08



Slugging
0.08

AUG 06 2013



1020.013

1020.013

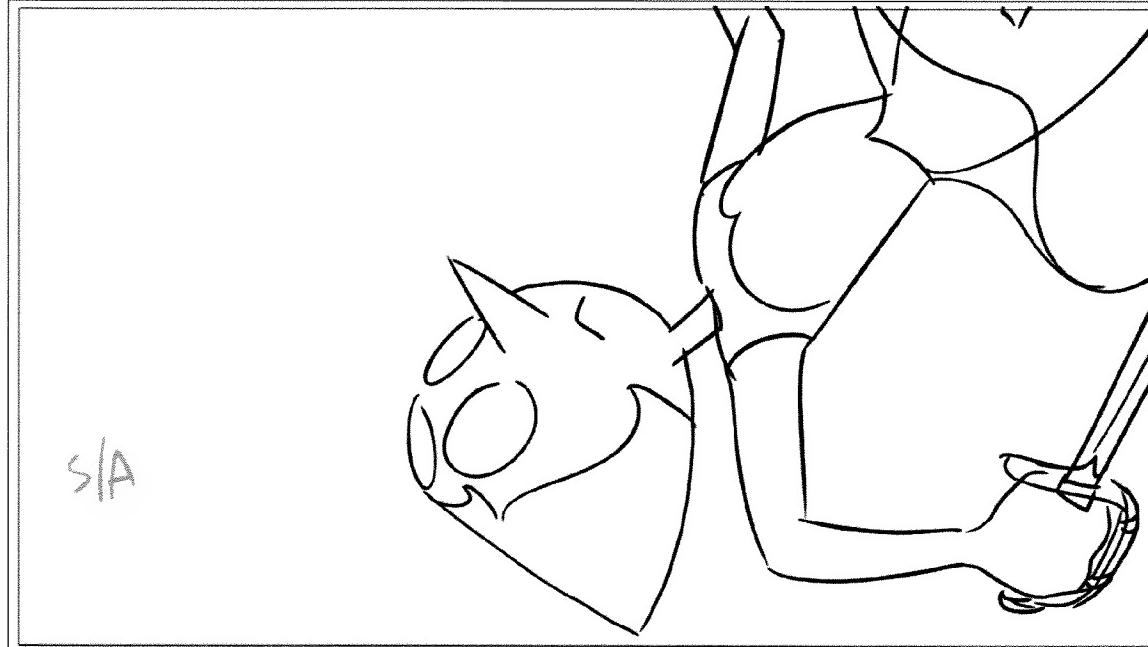


1020 . 013

Scene

Panel
59 *cont*

3

Slugging
0.08

Scene

Panel
60

1

Action Notes
Slight up shot on Pearl.Slugging
0.12

AUG 06 2013

1020 . 013

1020 . 013

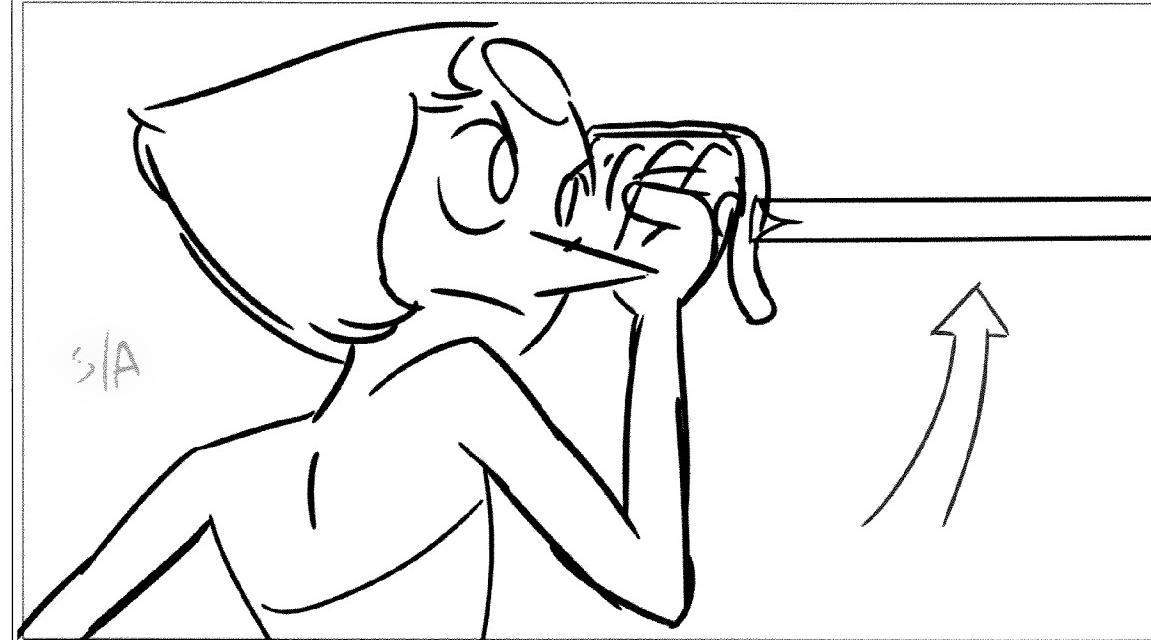


Scene

60 **CONT**

Panel

2



Action Notes

Pearl brings her sword UP from O/S bottom.

Slugging

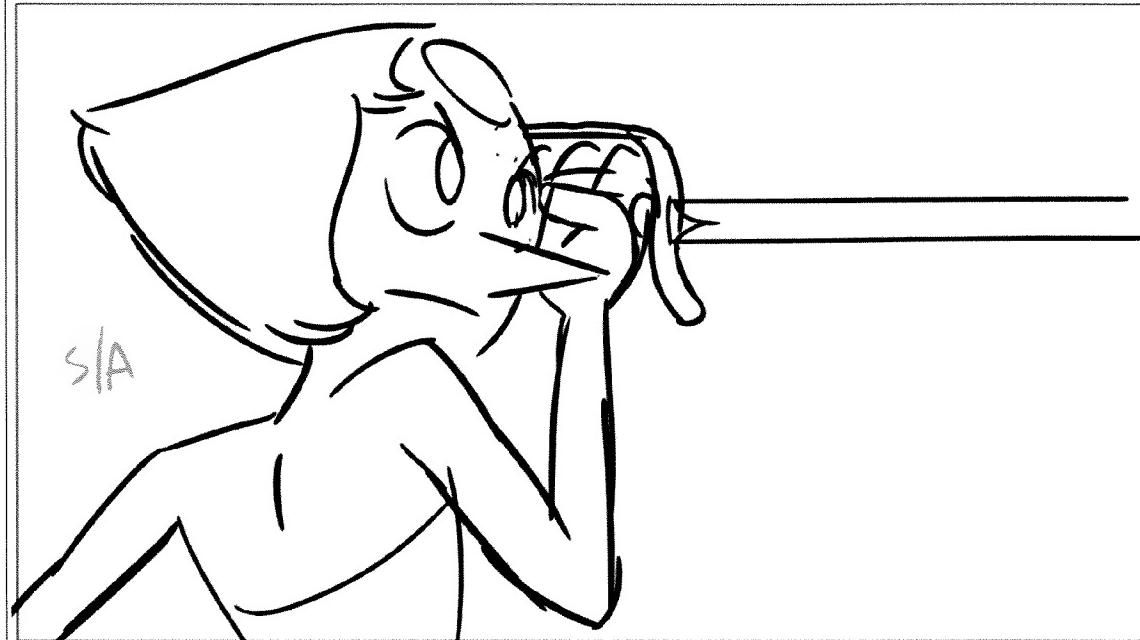
0.06

Scene

60 **CONT**

Panel

3



Action Notes

Pearl pulls her sword back firmly - antic.

Slugging

0.12

AUG 06 2013

1020 . 013

1020 . 013

1020 . 013



Scene

Panel

60 *cont*

4



Action Notes

Pearl thrusts her sword forward o/s.

Slugging

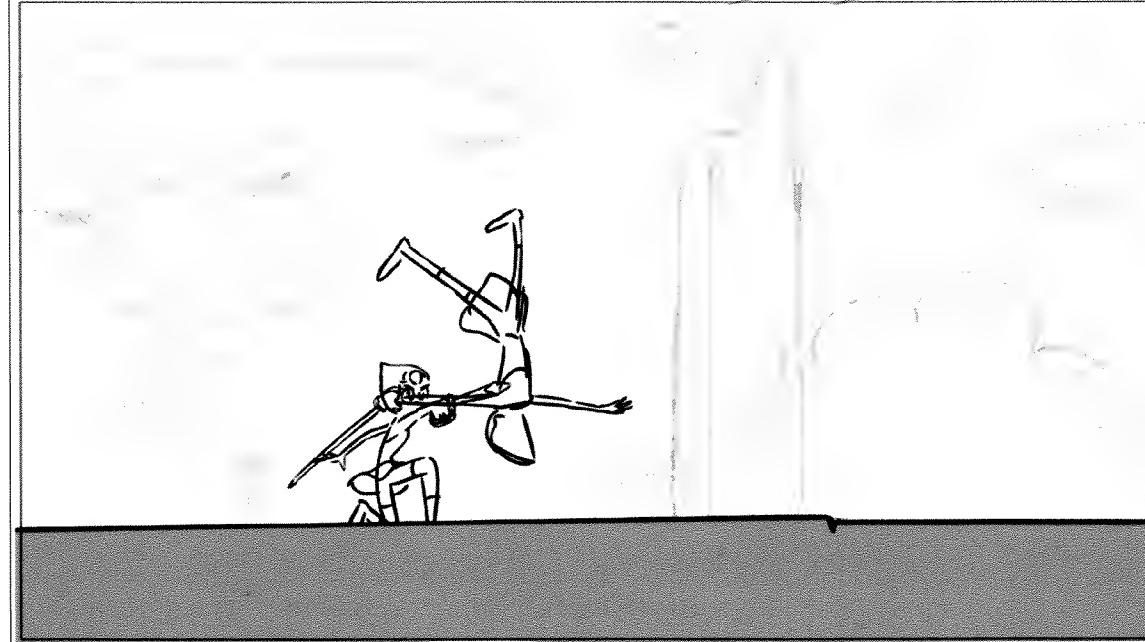
0.06

Scene

Panel

61

1



Action Notes

Holo-Pearl is knocked back, Pearl and BG truck back at different rates, Foreground element pans quickly.

Slugging

0.04

AUG 06 2010

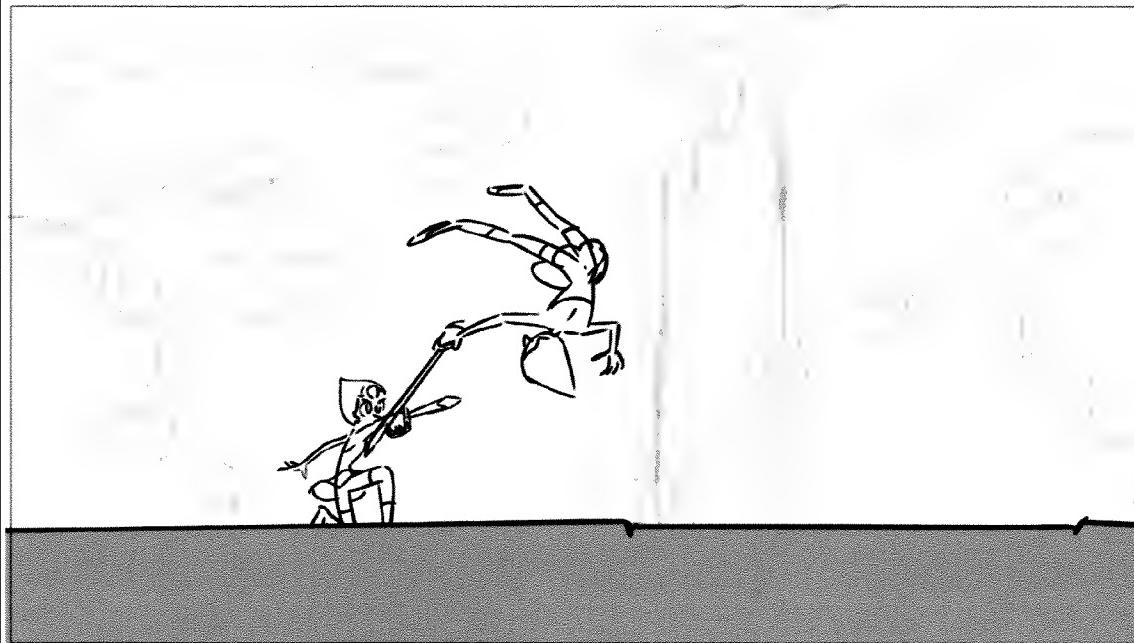
1020.013

1020.013

1020.013

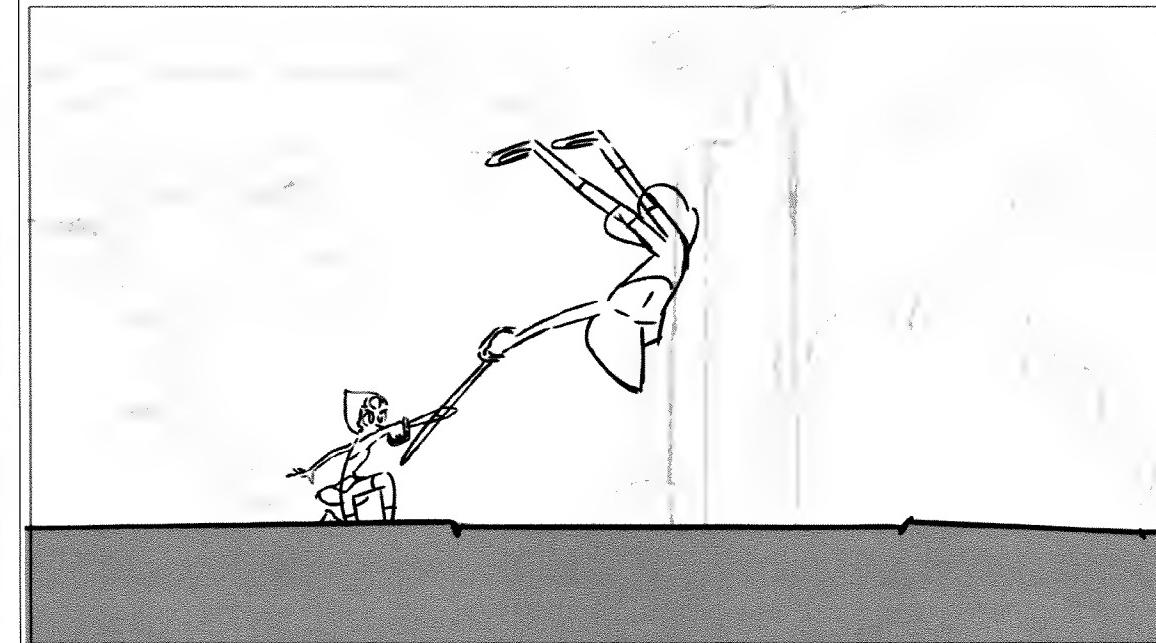


Scene 61 Panel **CONT** 2



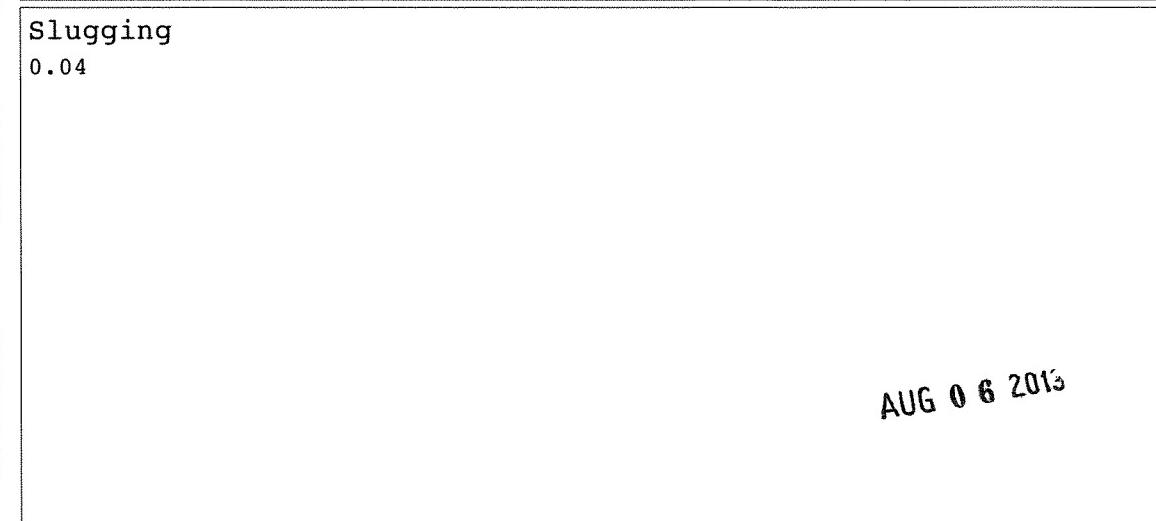
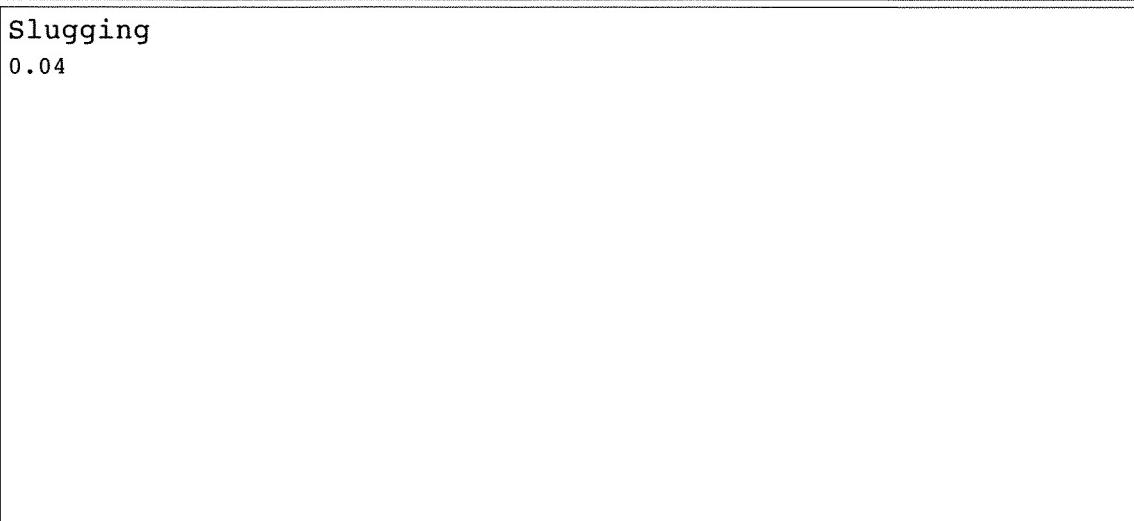
Slugging
0.04

Scene 61 Panel **CONT** 3



Slugging
0.04

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1020.013

1020.013

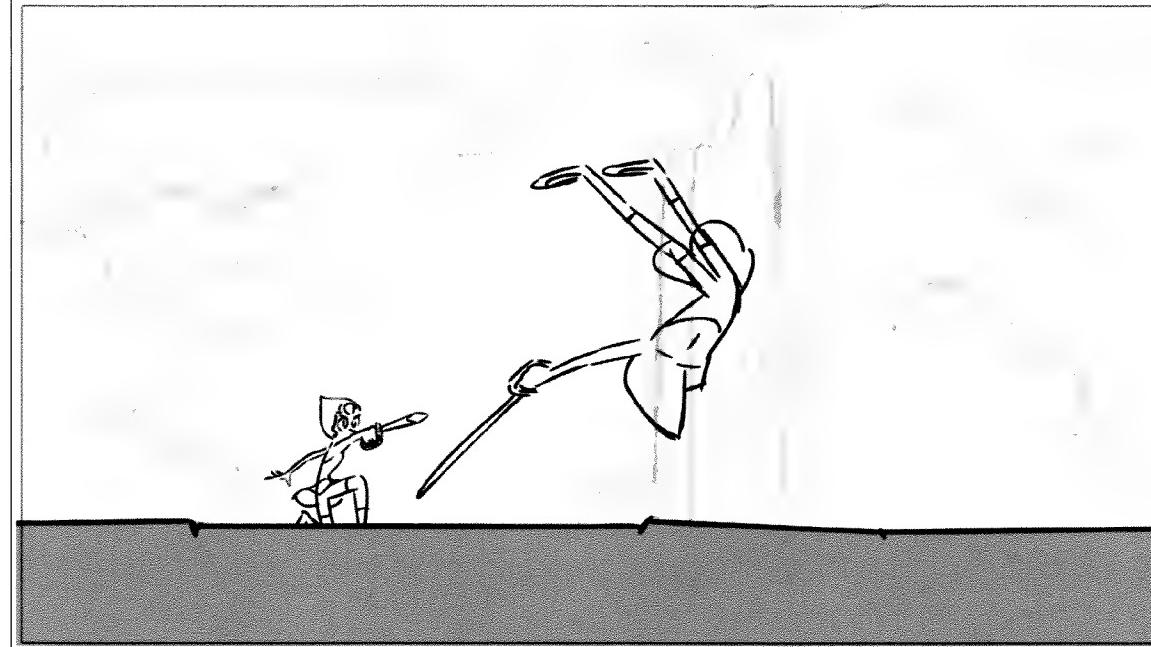


Scene

Panel

61 *cont*

4

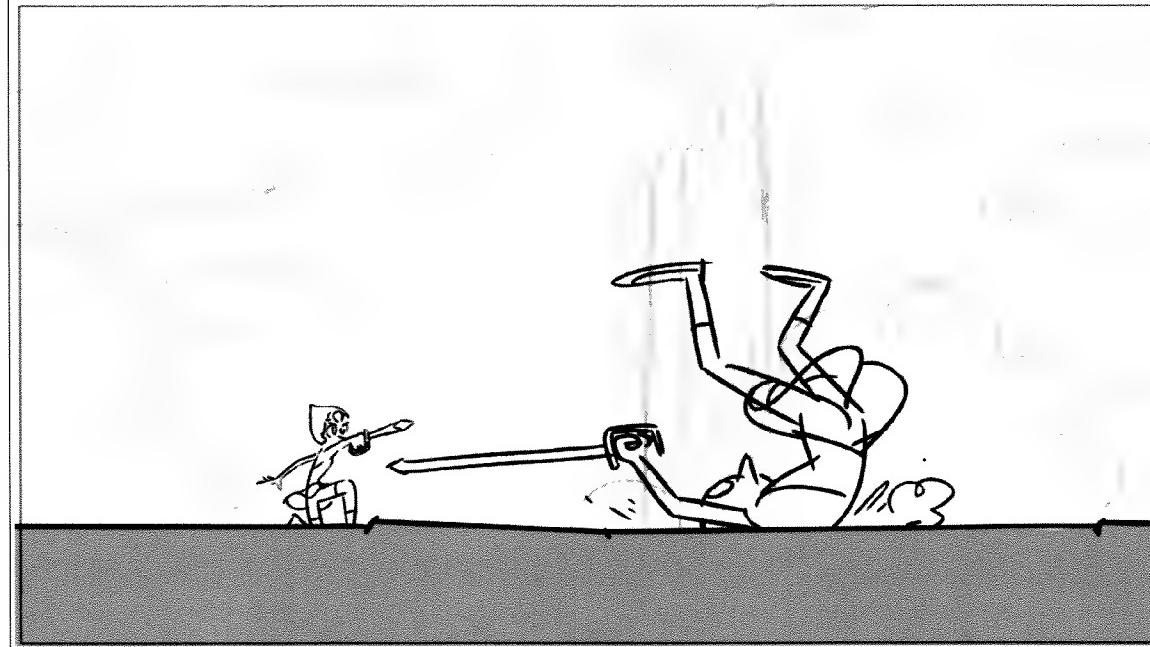


Scene

Panel

61 *cont*

5

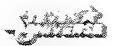


1020 . 013

Slugging
0.04Action Notes
Holo-Pearl hits the floor - starts to roll.Slugging
0.04

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1020 . 013

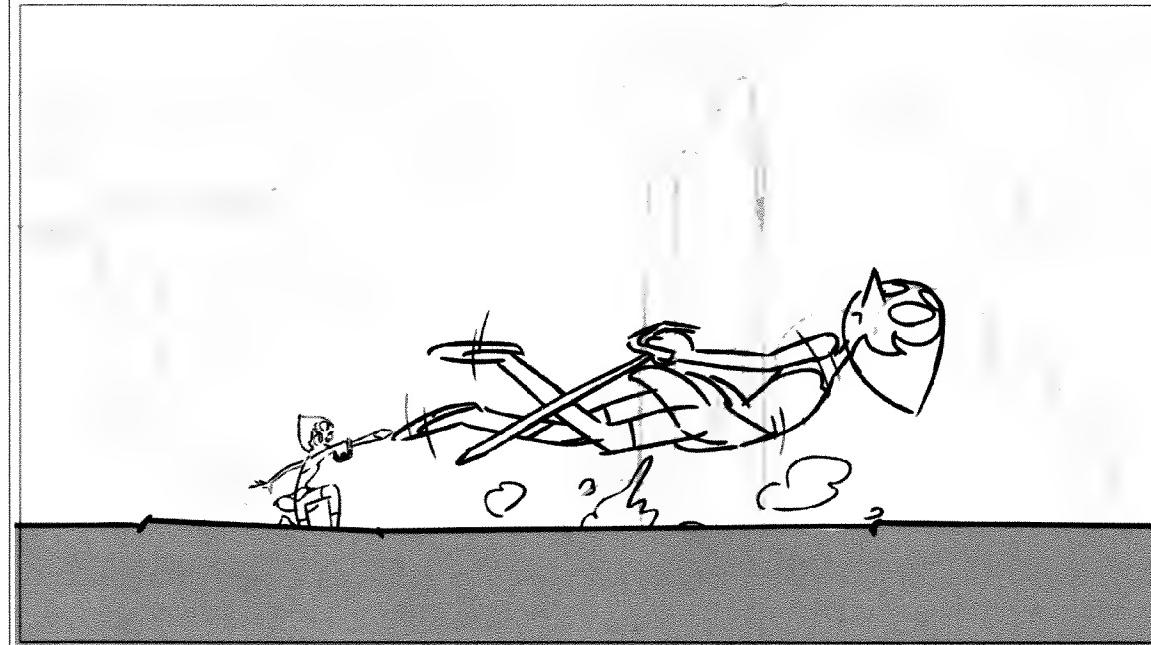


Scene

Panel

61 *cont*

6

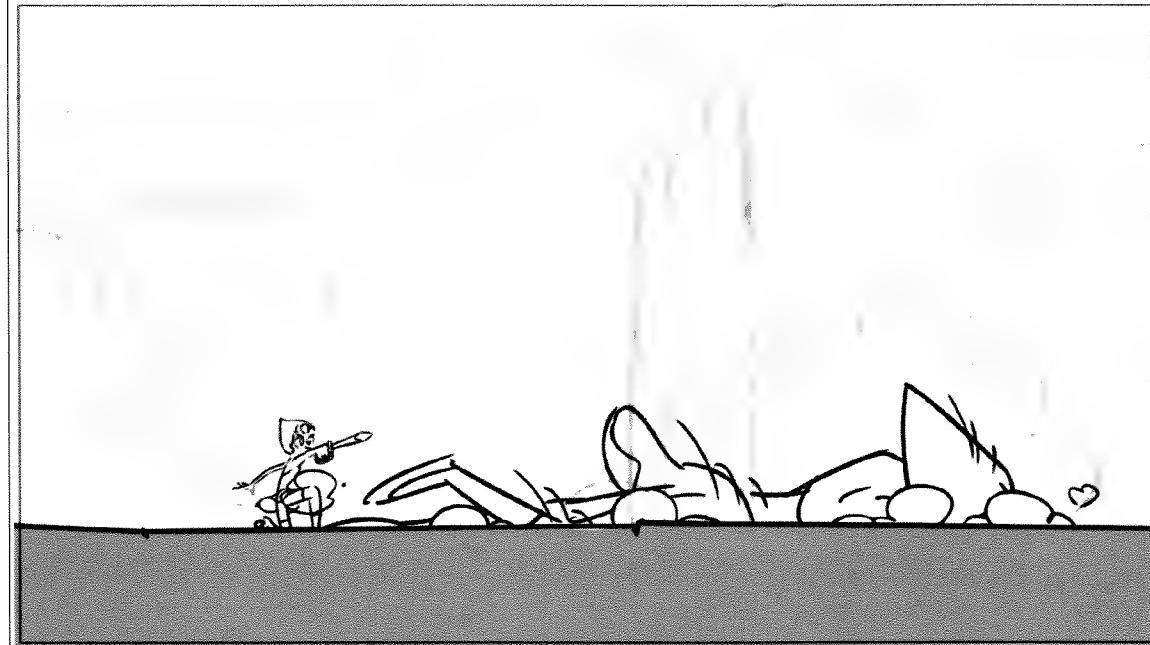


Scene

Panel

61 *cont*

7

Slugging
0.06Slugging
0.04

AUG 06 2013

1020 : 1112

1020 . 013

1020 . 013

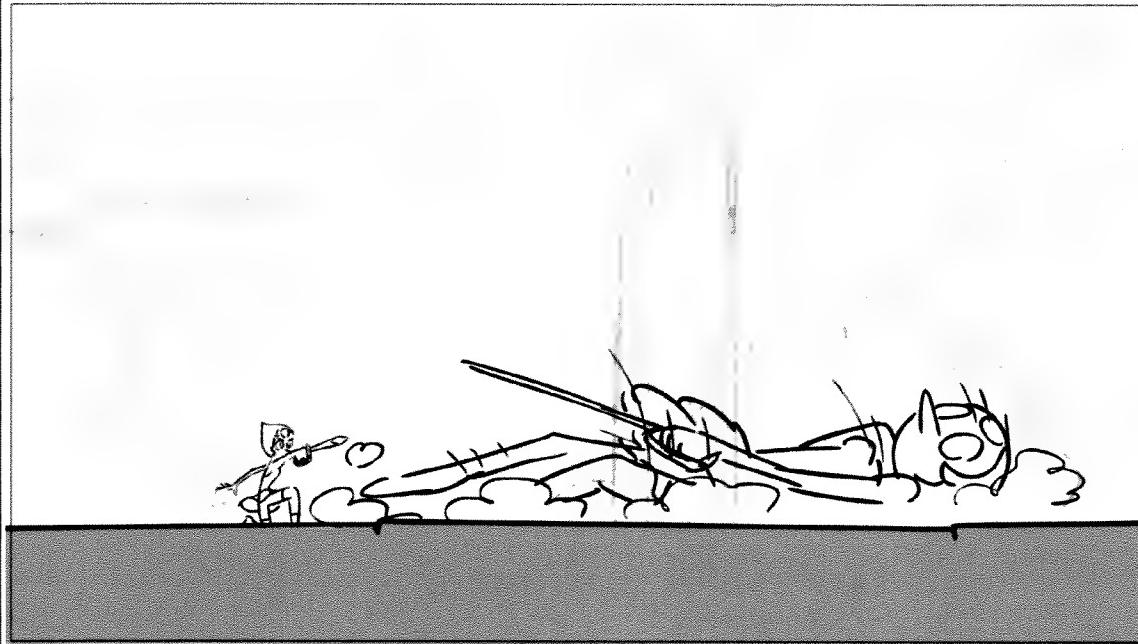


Scene

Panel

61 *cont*

8

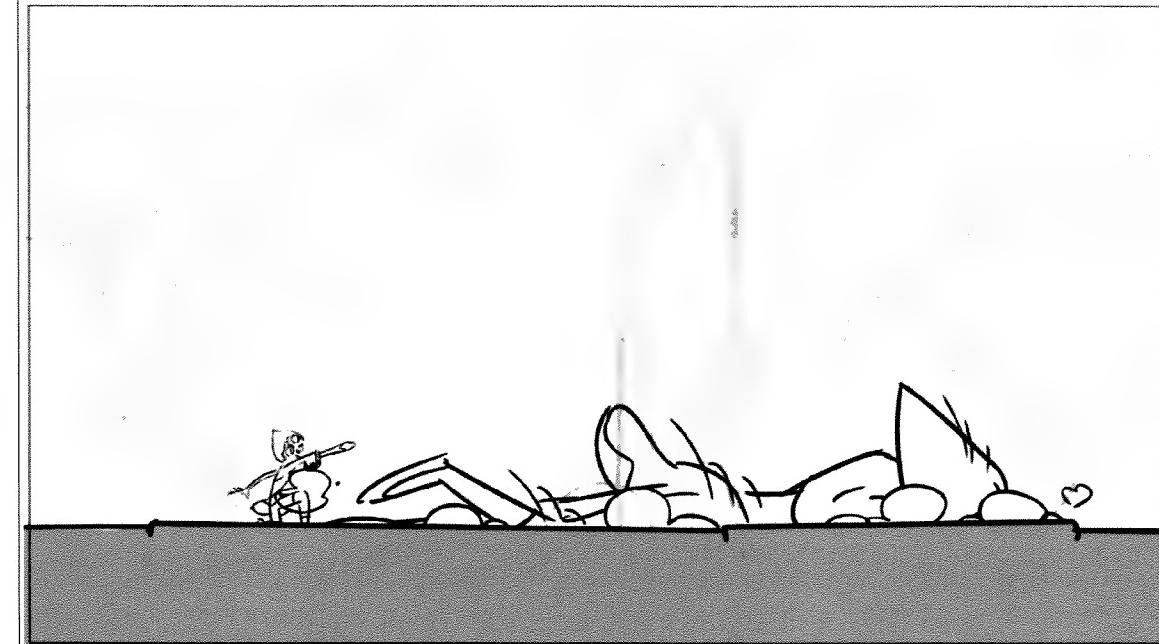


Scene

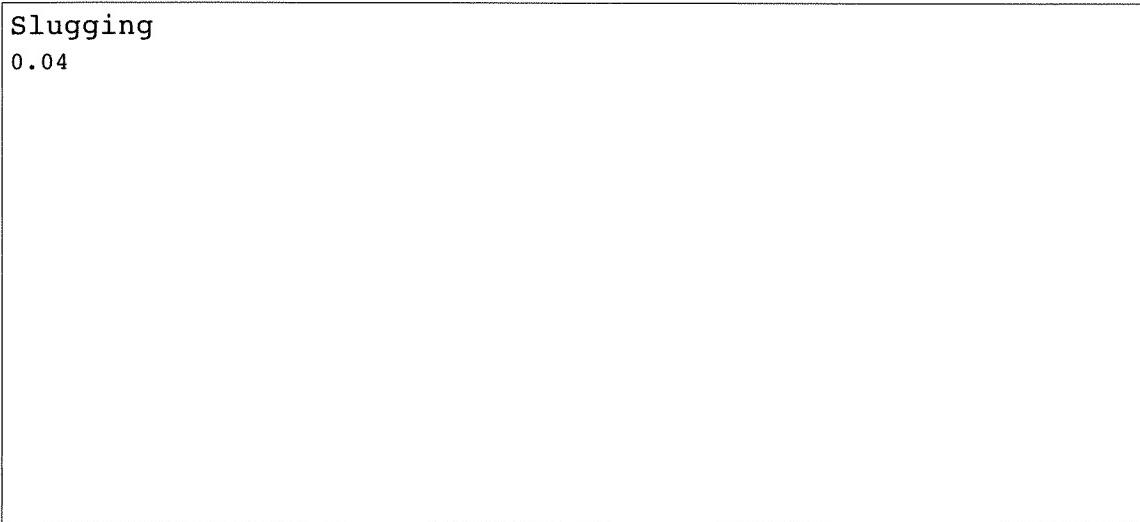
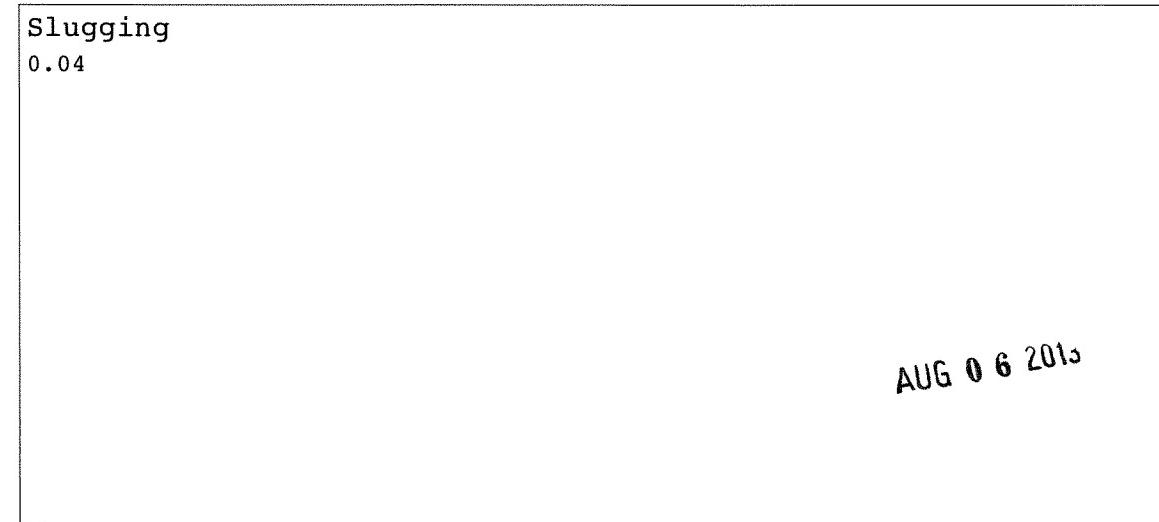
Panel

61 *cont*

9



1020 . 013

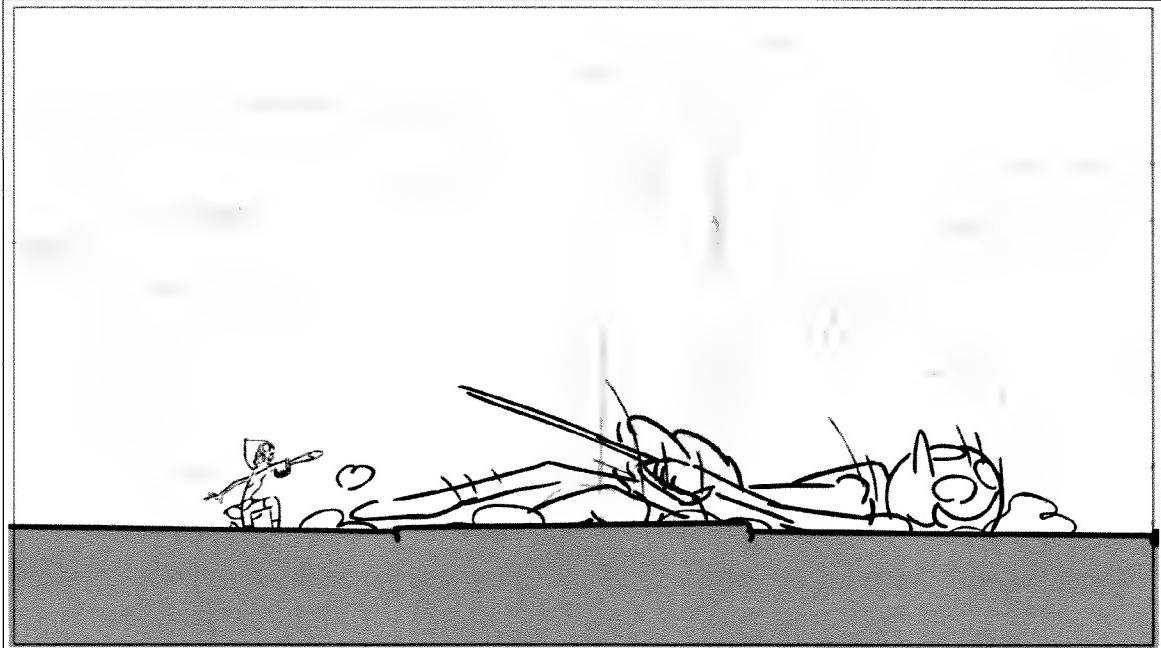
Slugging
0.04Slugging
0.04

1020 . 013

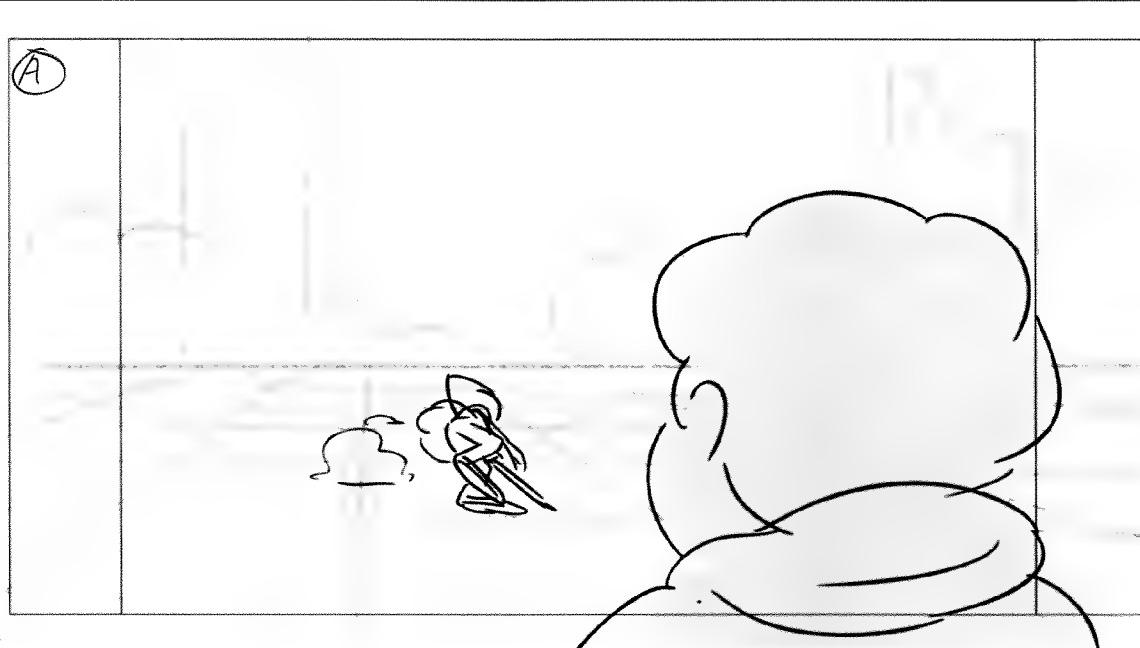
1020 . 013



Scene 61 Panel CONT 10



Scene 62 Panel 1



1020.013

Slugging
0.04

Action Notes
Steven watches her roll by.
Holo-Pearl kicks up dust where she rolls.
Camera ADJ EAST towards screen left through whole scene.

Slugging
ADJ: 0.08

Total ADJ frames panels 1 to 5 = 2.00

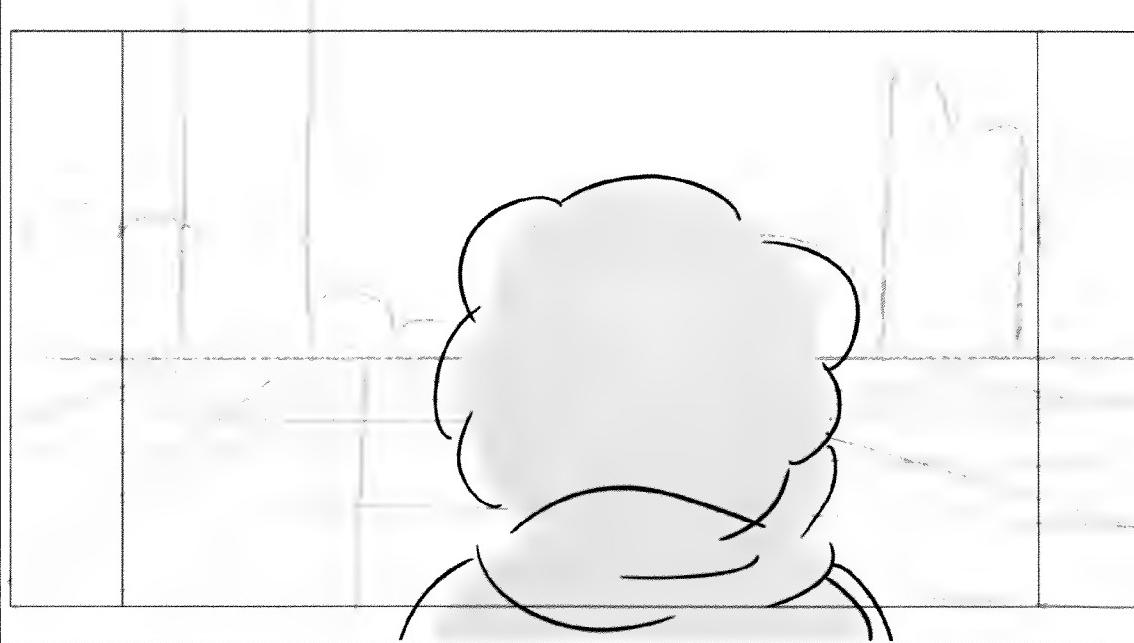
AUG 06 2013

1020.013

1020.013

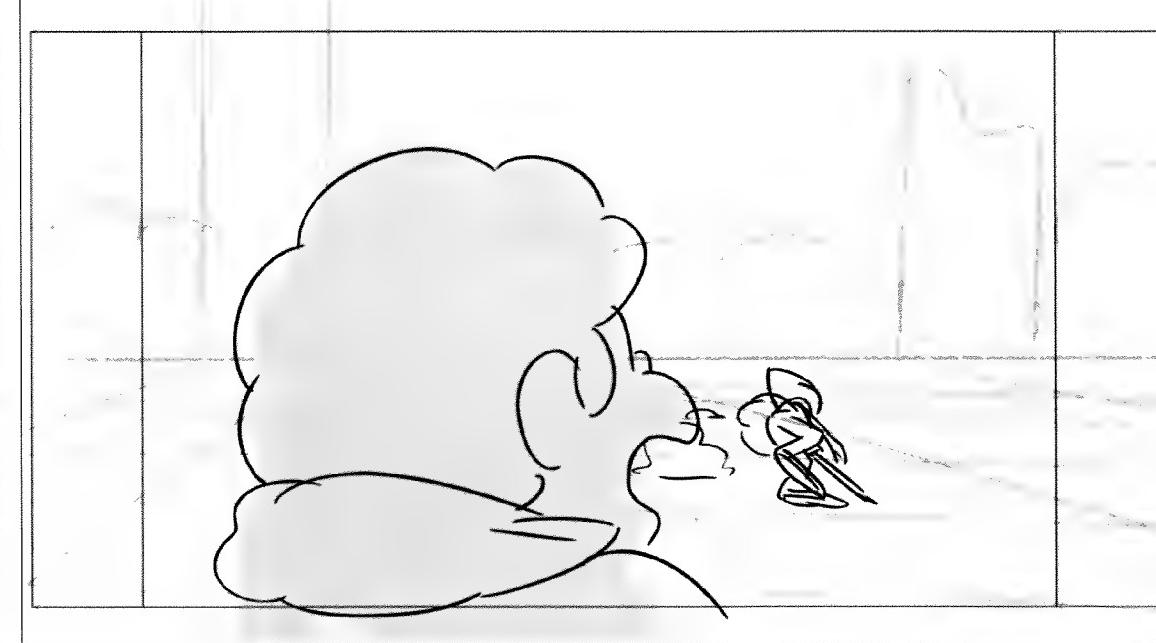


Scene 62 Panel 2
62 *CONT*



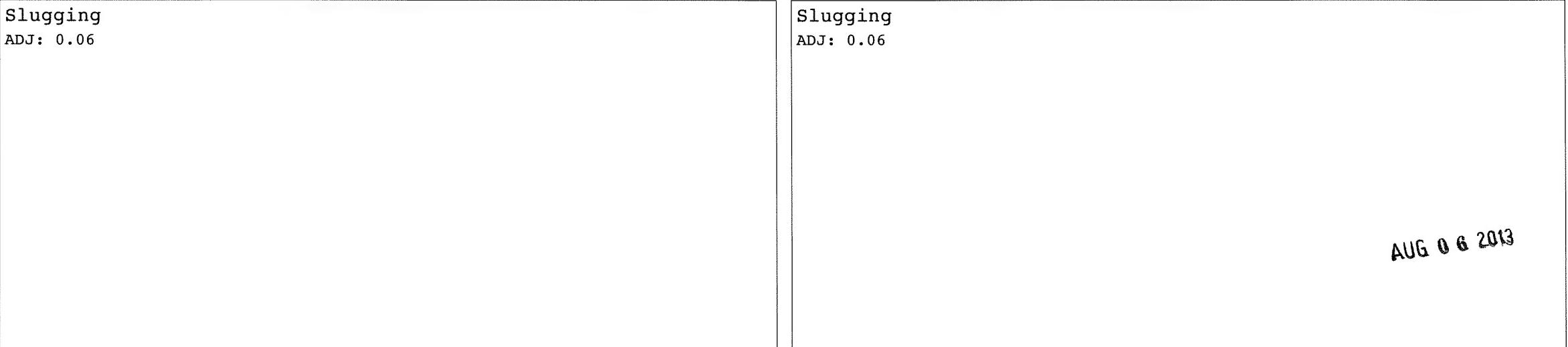
Slugging
ADJ: 0.06

Scene 62 Panel 3
62 *cont*



Slugging
ADJ: 0.06

AUG 06 2013



1020.013

1020.013

1020.013



Steven The Sword Fighter

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Scene

Panel
62 *cont*

4



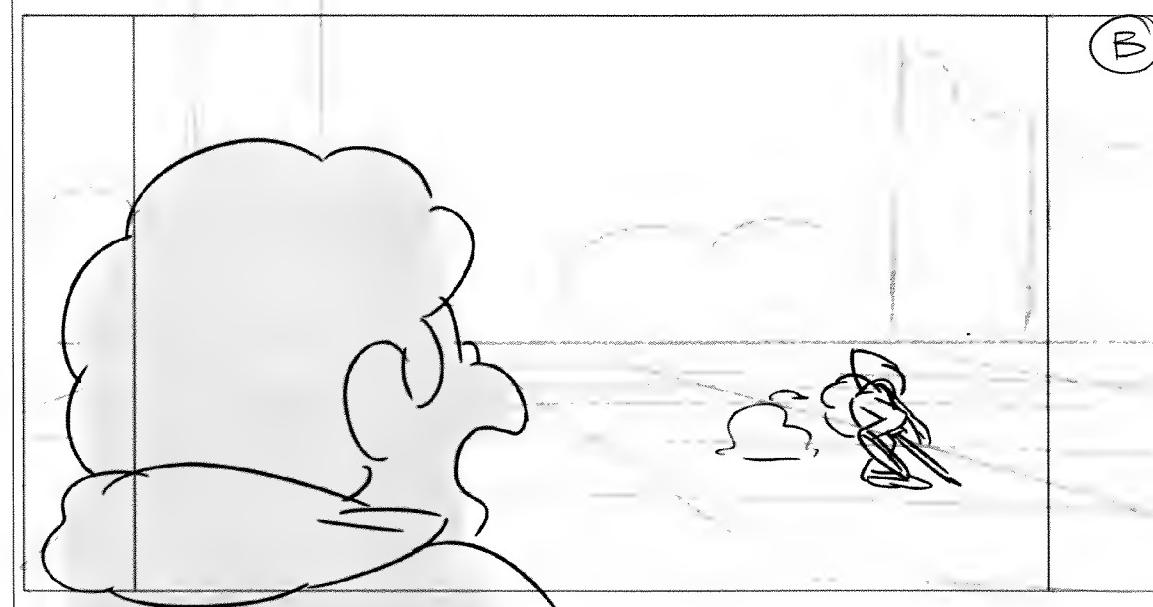
1020.013

Slugging
ADJ: 0.06

Scene

Panel
62 *cont*

5



1020.013

Slugging
ADJ: 0.06

CAM ADJUST TO POS (B)

AUG 06 2013

1020.013

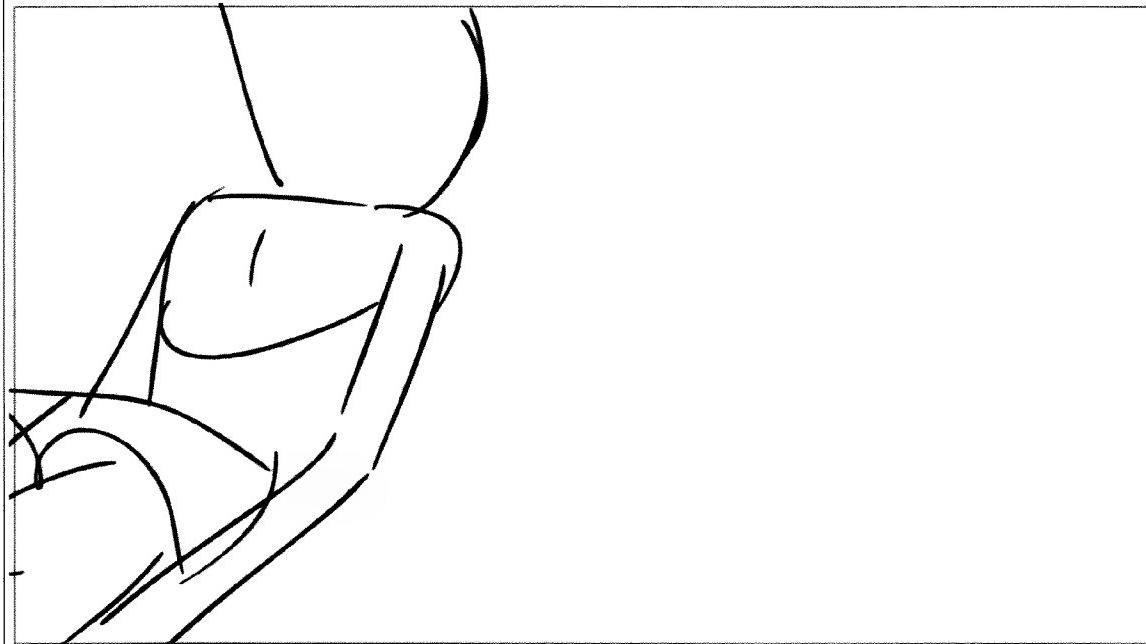


Scene

63

Panel

1



Action Notes

Holo-Pearl rolling.

Slugging

0.08

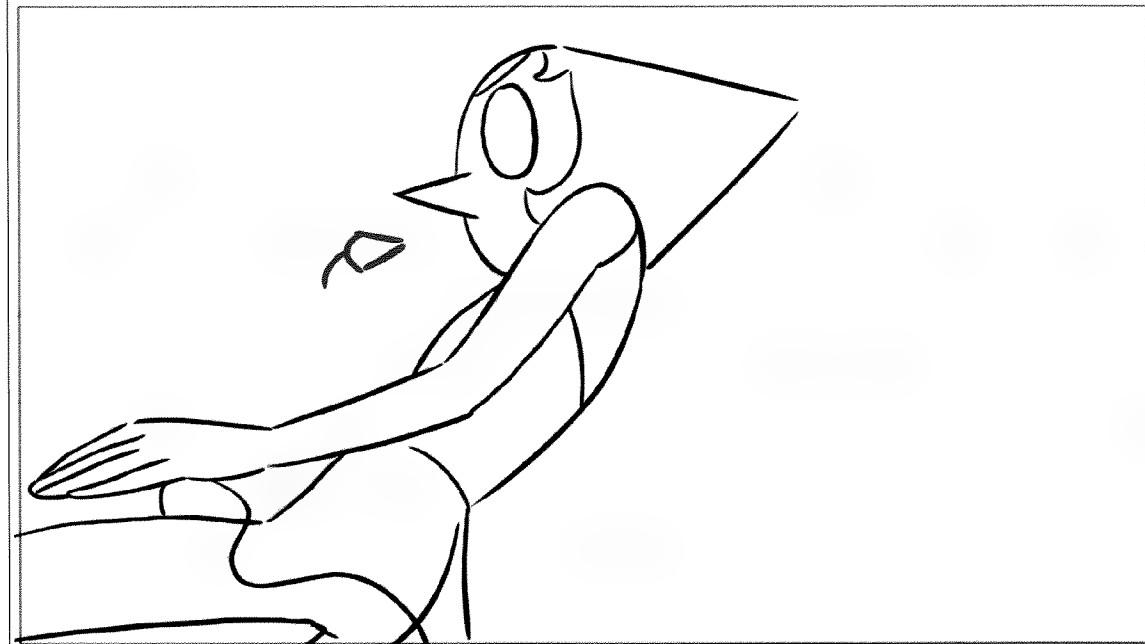
Scene

63

Panel

cont

2



Slugging

0.10

AUG 06 2013

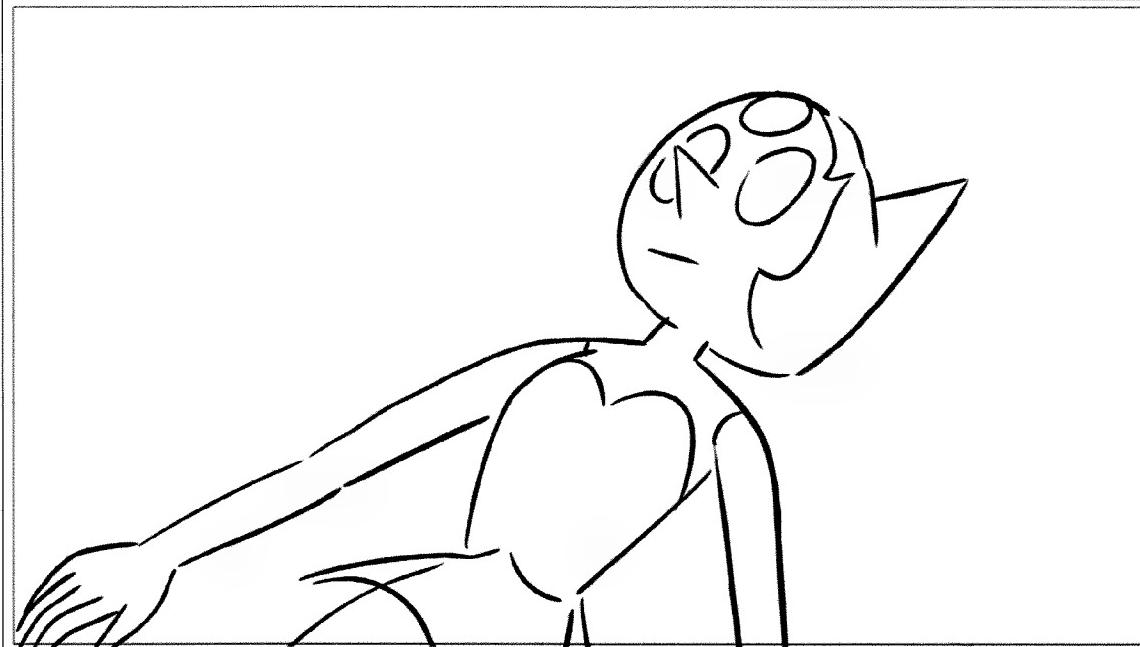
SIN. 0701

1020.013

1020.013



Scene 63 Panel 3
63 **CONT**



Slugging
1.05

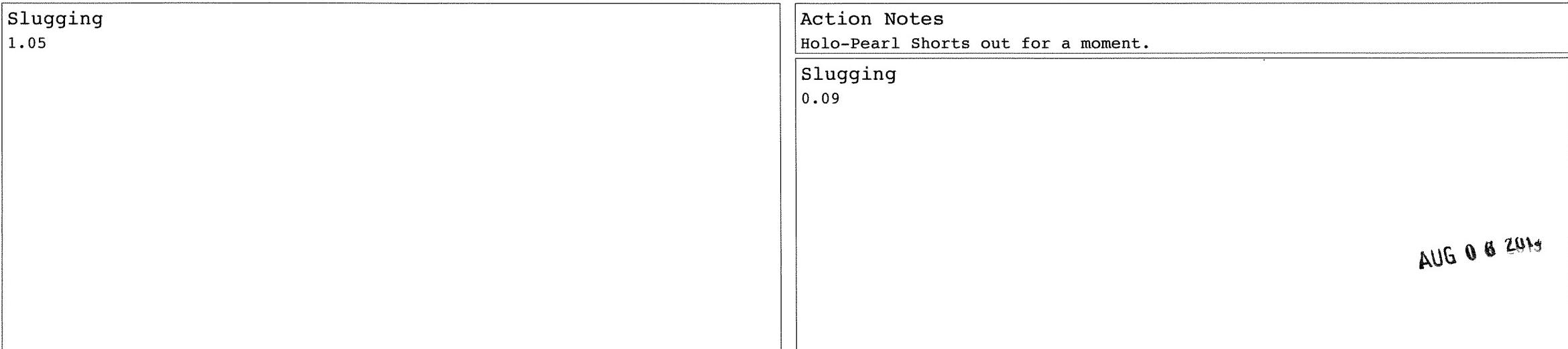
Scene 63 Panel 4
63 **CONT**



Action Notes
Holo-Pearl Shorts out for a moment.

Slugging
0.09

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1020.013

1020.013

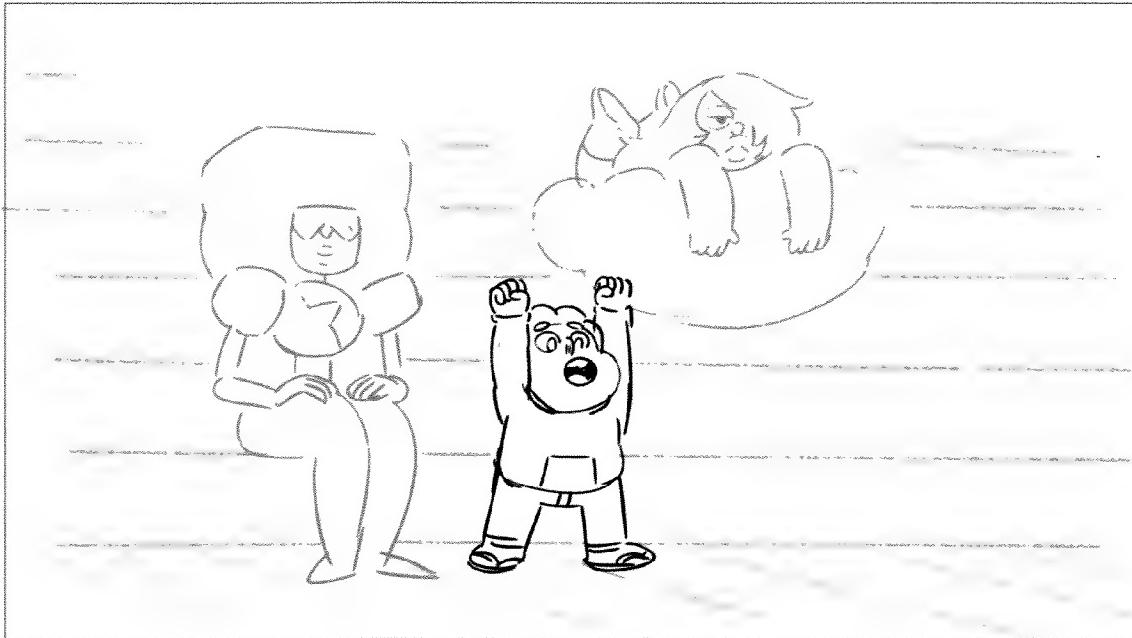
1020.013



Scene

Panel
64 *CONT*

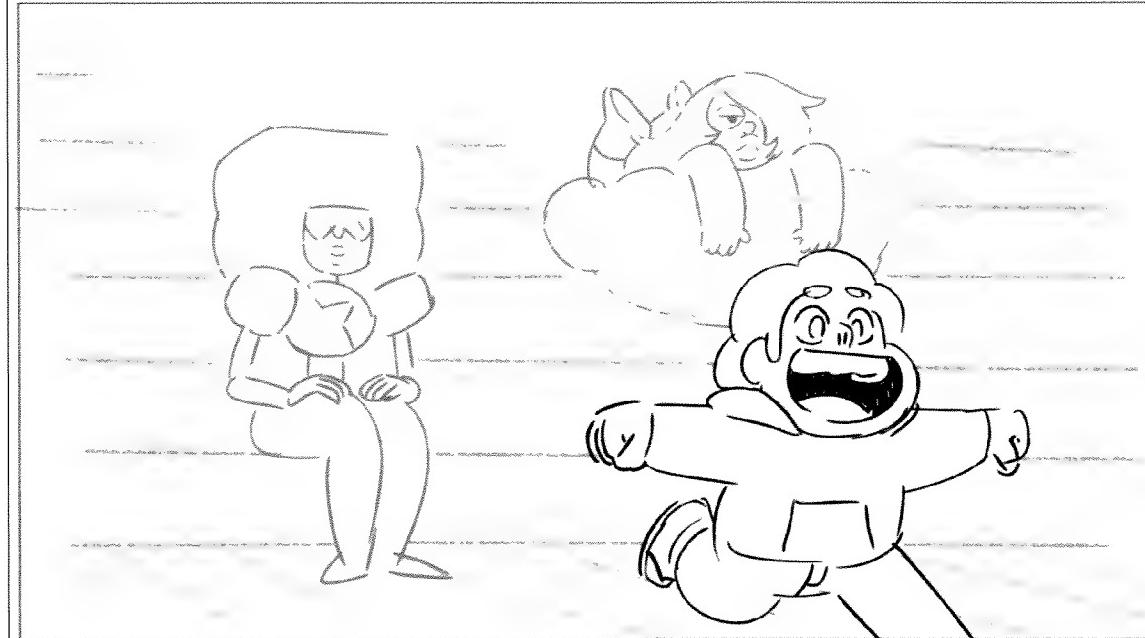
2



Scene

Panel
64 *cont*

3



Dialogue

STEVEN: WOOOOOOOOOOOH!!

Dialogue

STEVEN: YAAAY PEARL!

Action Notes

Steven runs forward towards Pearl o/s.

Slugging

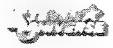
2.10

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1020.013

1020.013

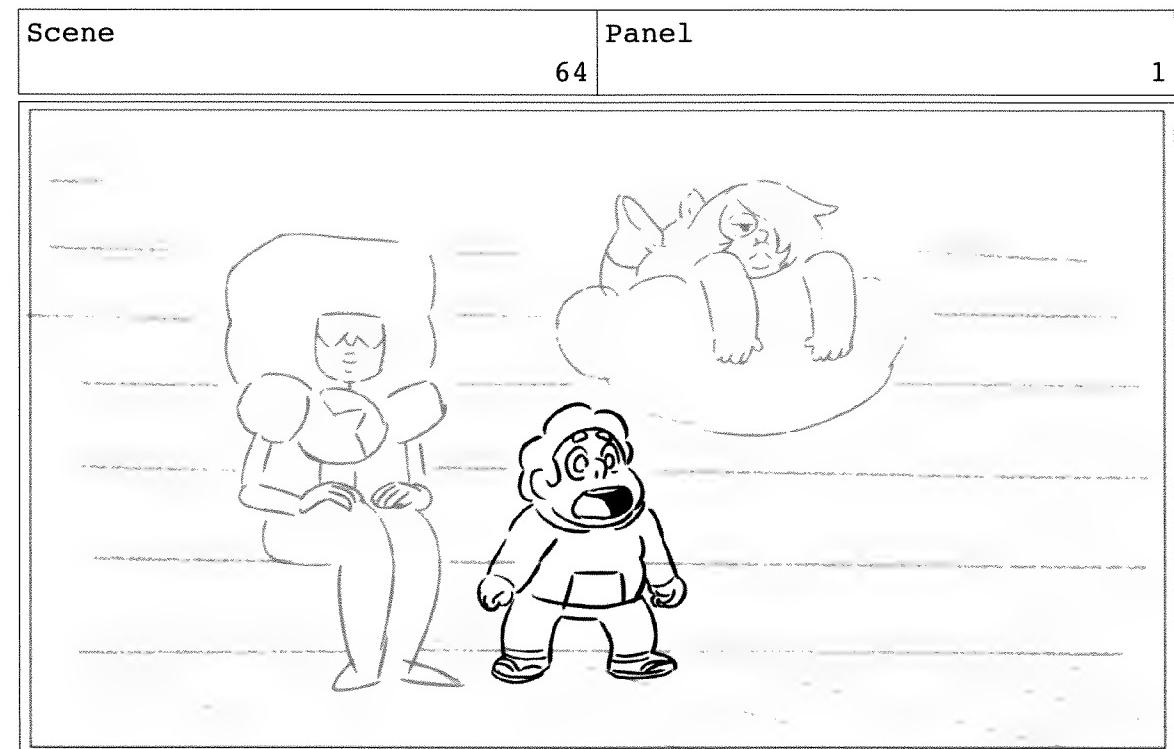
1020.013



Dialogue
HP: Match set, Challenger wins!

Action Notes
holo-pearl eyes go back to normal

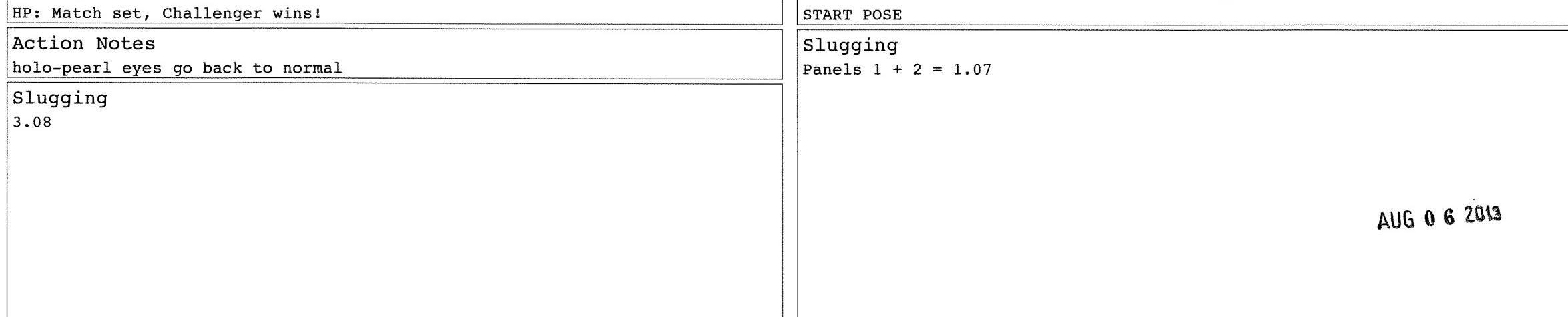
Slugging
3.08



Action Notes
START POSE

Slugging
Panels 1 + 2 = 1.07

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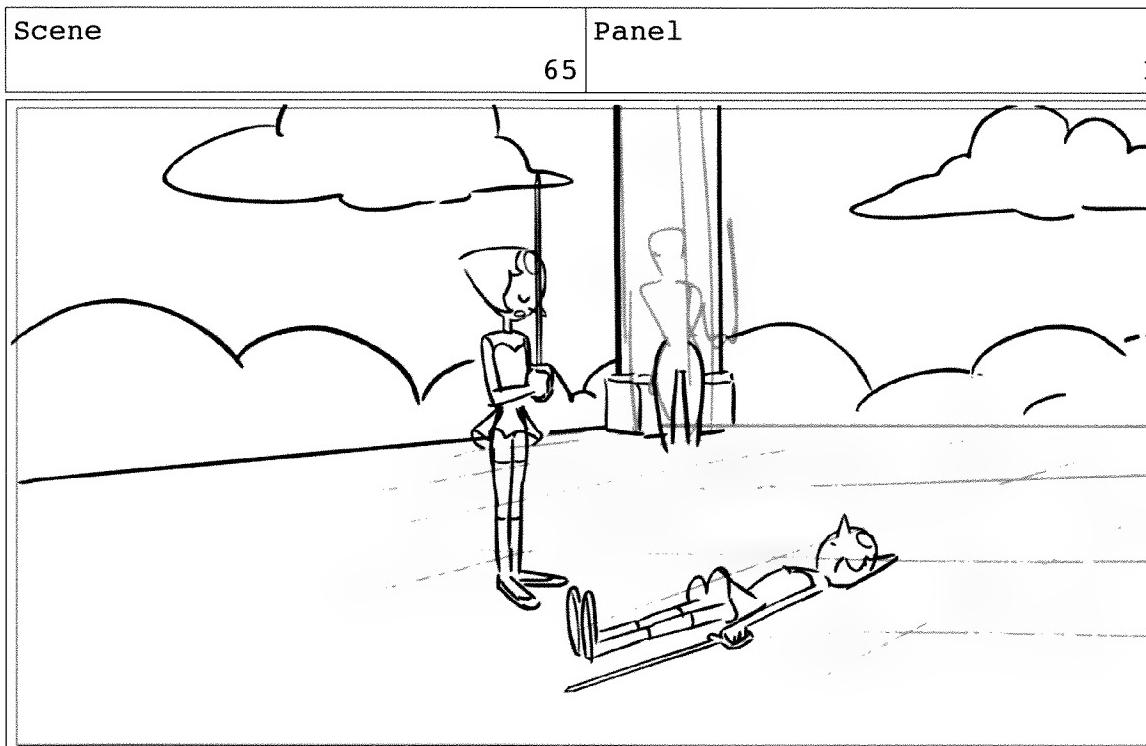


1020-013

1020 . 013



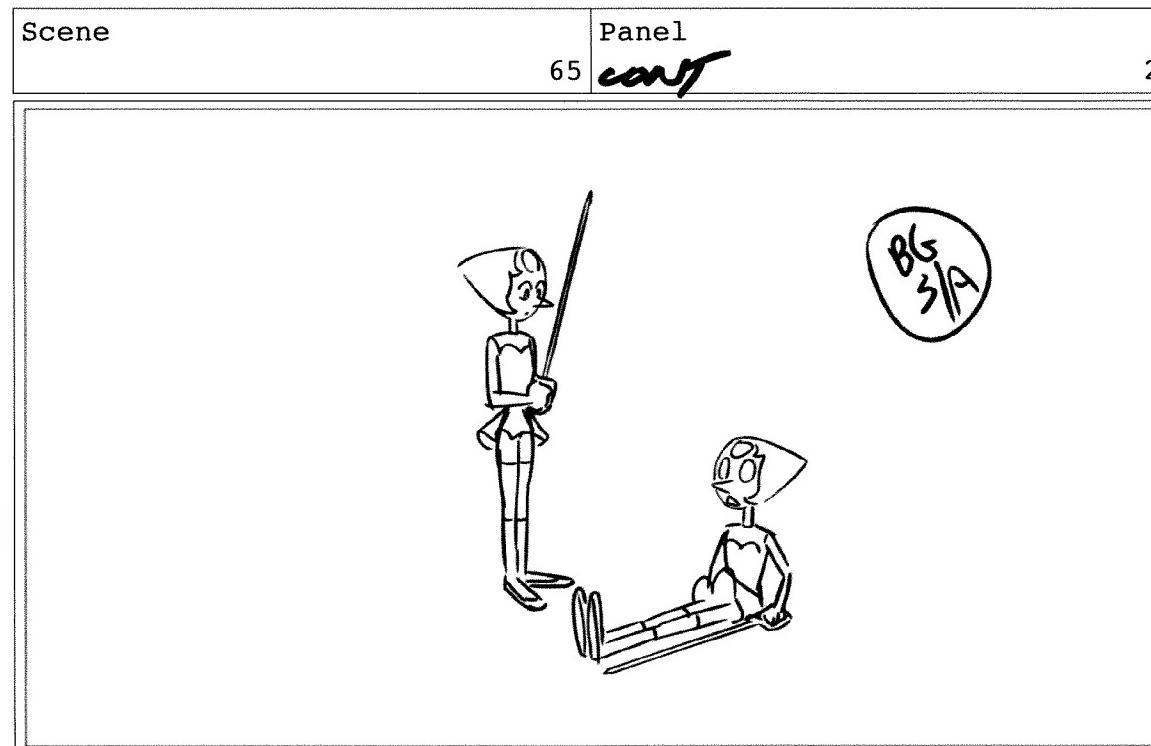
1020 - 013

**Dialogue**

PEARL: You were a worthy opponent.

Slugging

3.00

**Dialogue**

HP: Do you wish to battle again?

Action Notes

Holo-Pearl sits up.

Slugging

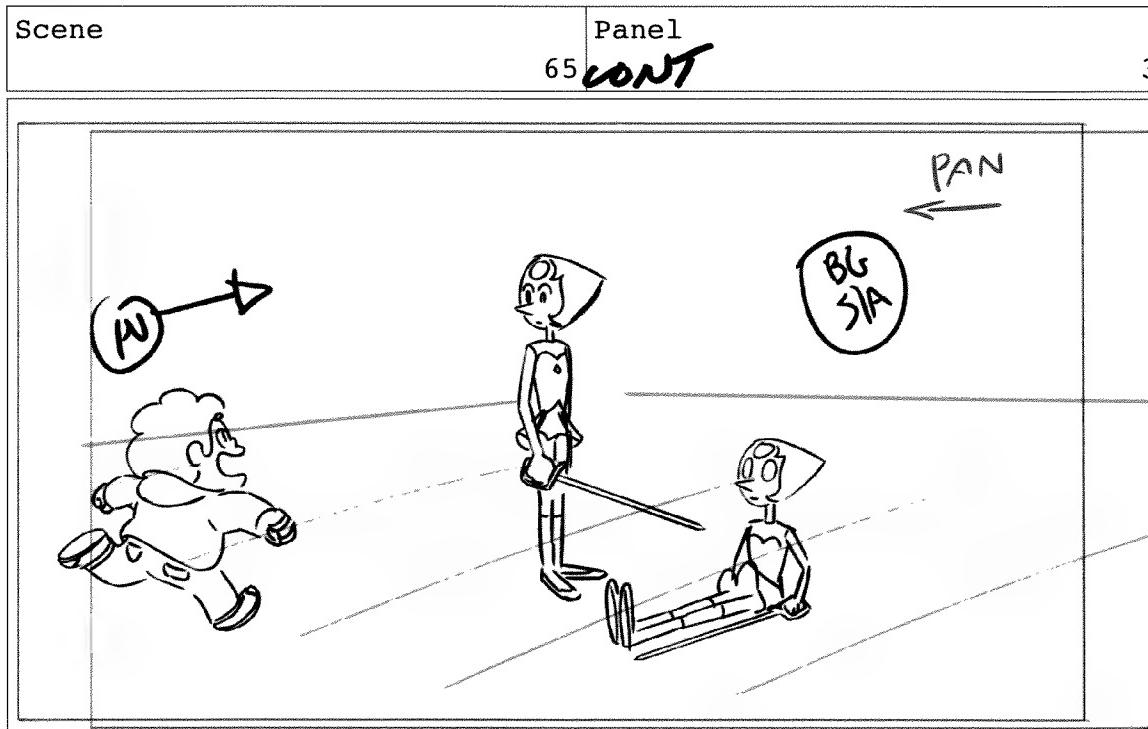
3.00

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1020 - 013



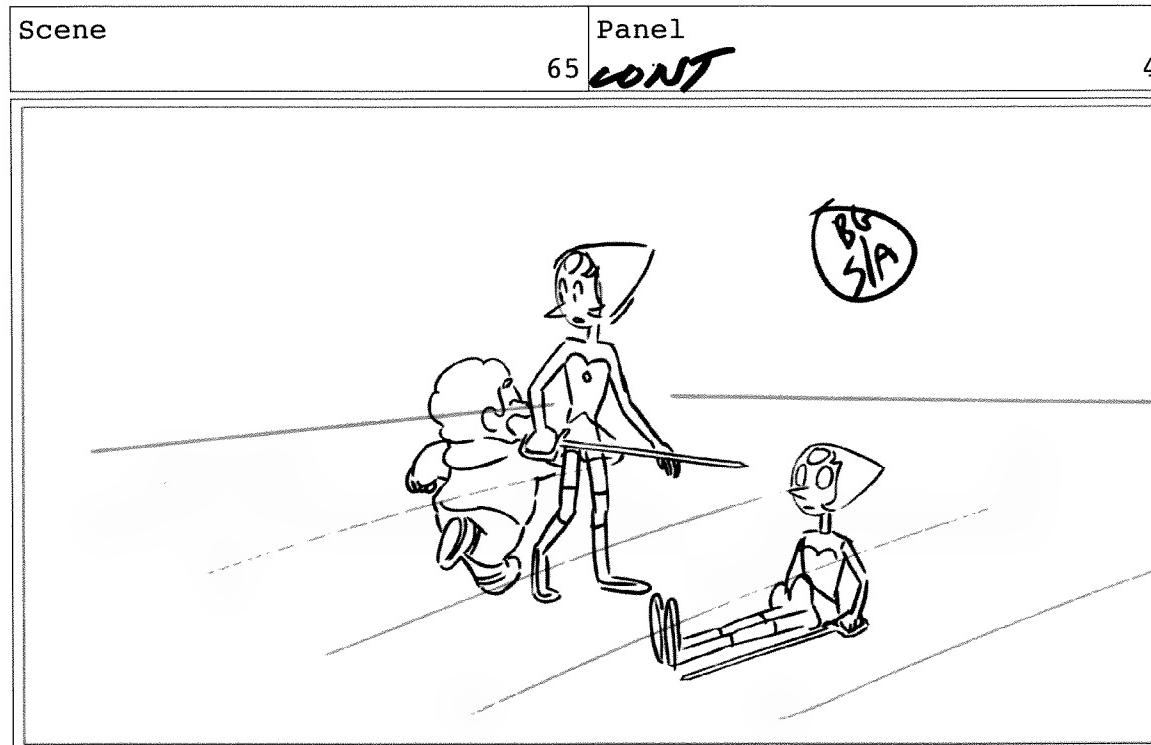
1020-013



Dialogue
STEVEN: PEARL!

Action Notes
Camera ADJ West - as Steven runs in.

Slugging
ADJ: 0.06
Then HOLD: 1.07



Dialogue
STEVEN: That was...

Action Notes
Steven starts to run around Pearl.

Slugging
1.00

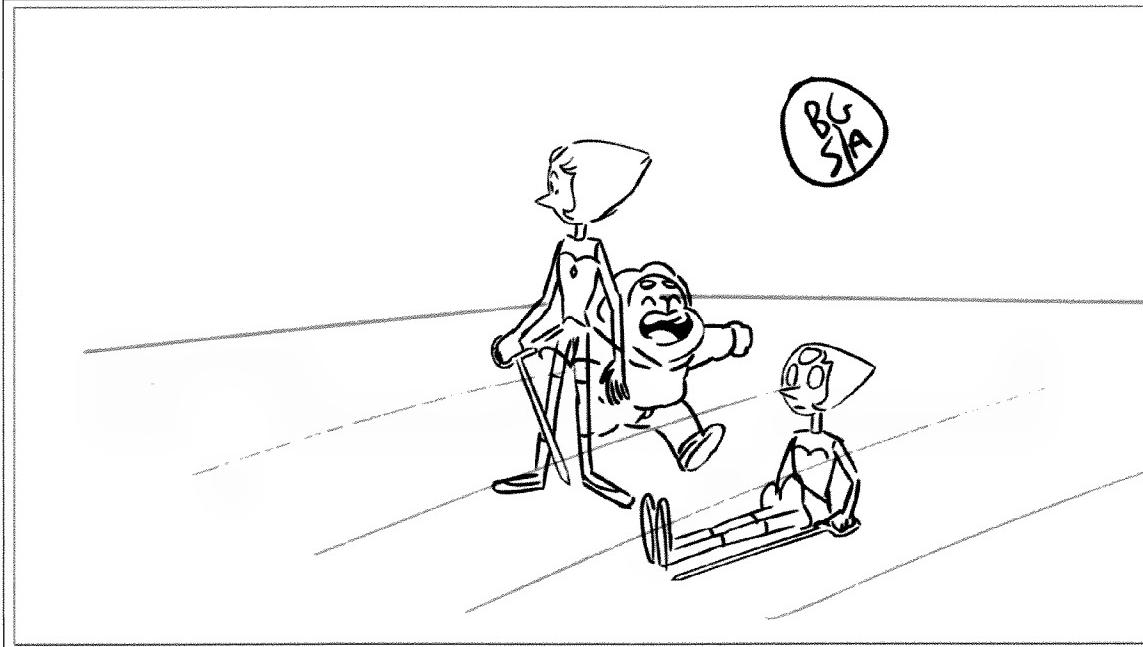
AUG 06 2013

1020-013

1020-013



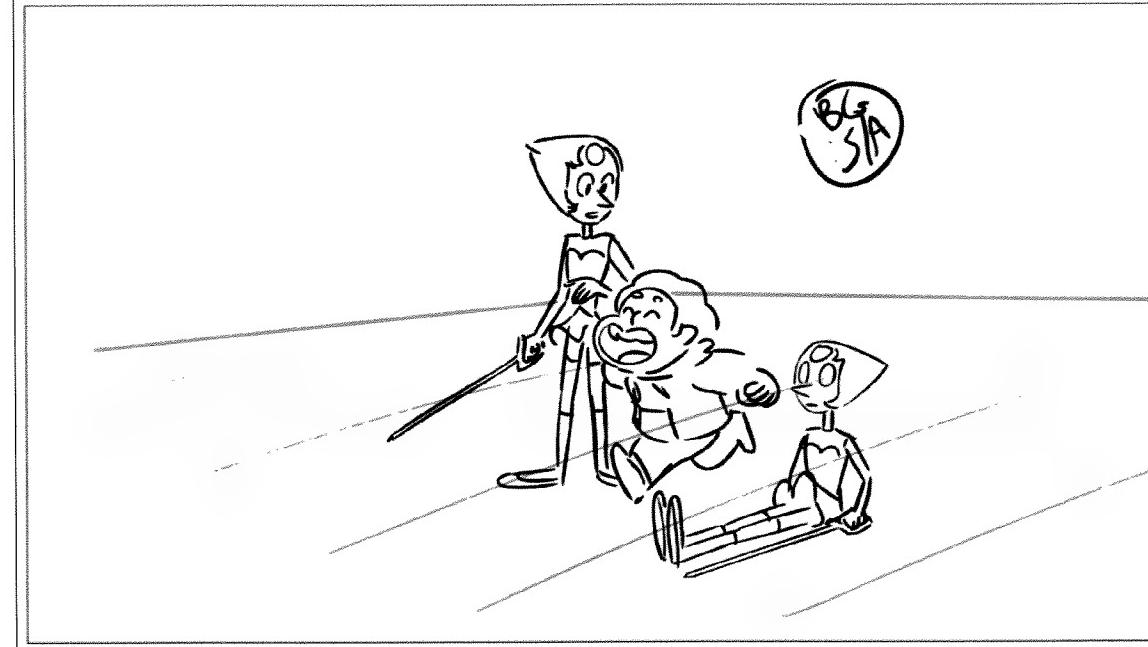
Scene 65 Panel 5
65 **CONT**



Dialogue
STEVEN: ...amazing!

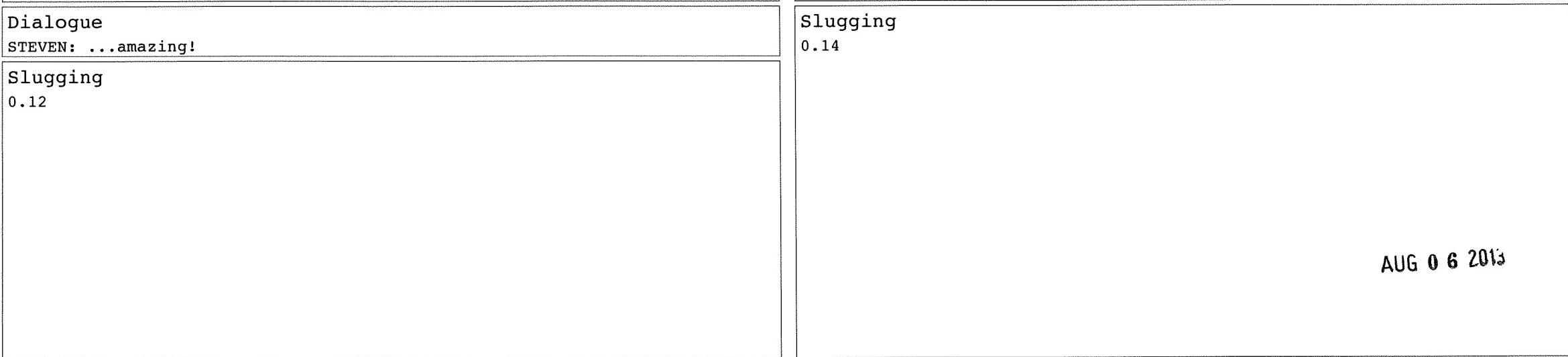
Slugging
0.12

Scene 65 Panel 6
65 **CONT**



Slugging
0.14

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1020-013

1020-013

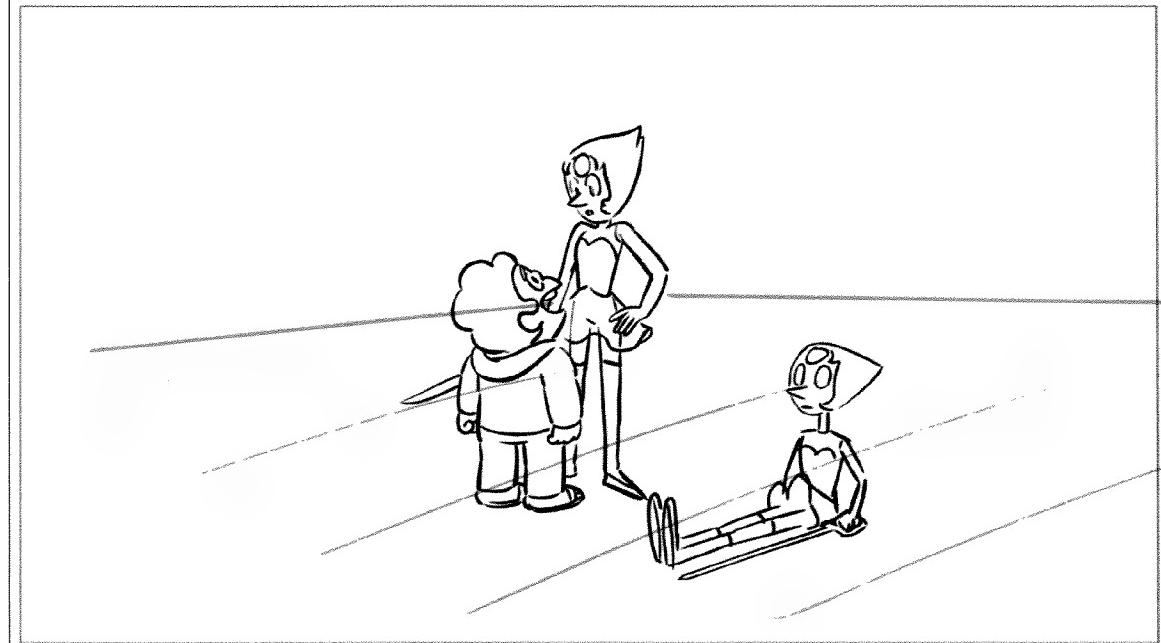
1020-013



Scene

Panel
65 **CONT**

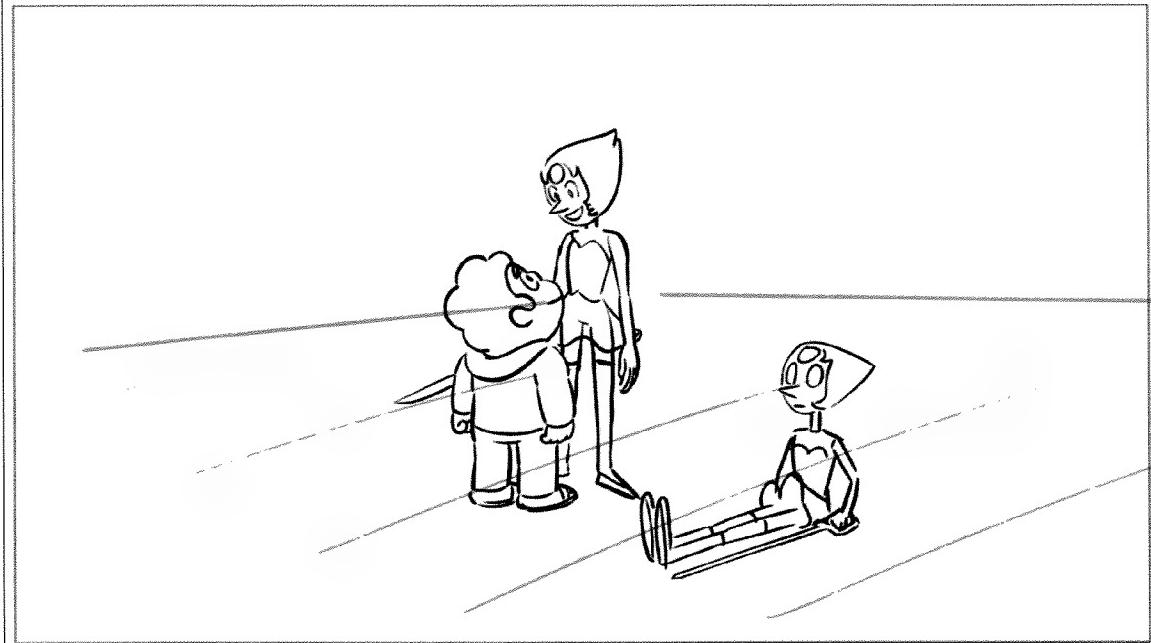
7



Scene

Panel
65 **CONT**

8

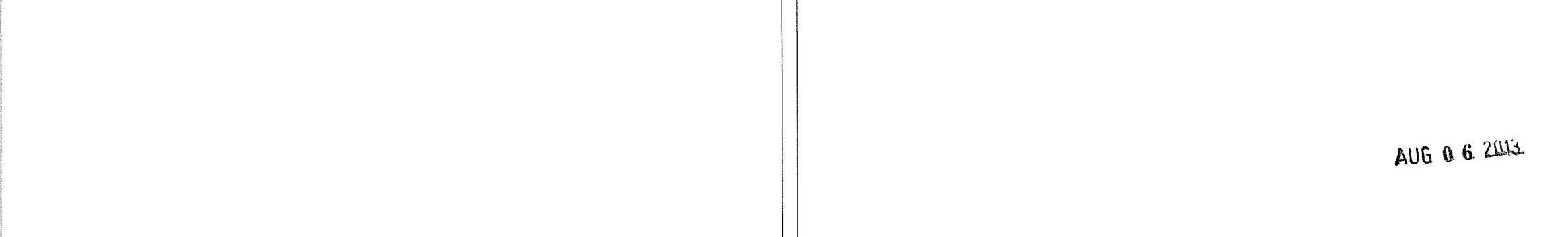


Dialogue

STEVEN: You were soooo cool!

Slugging

1.09



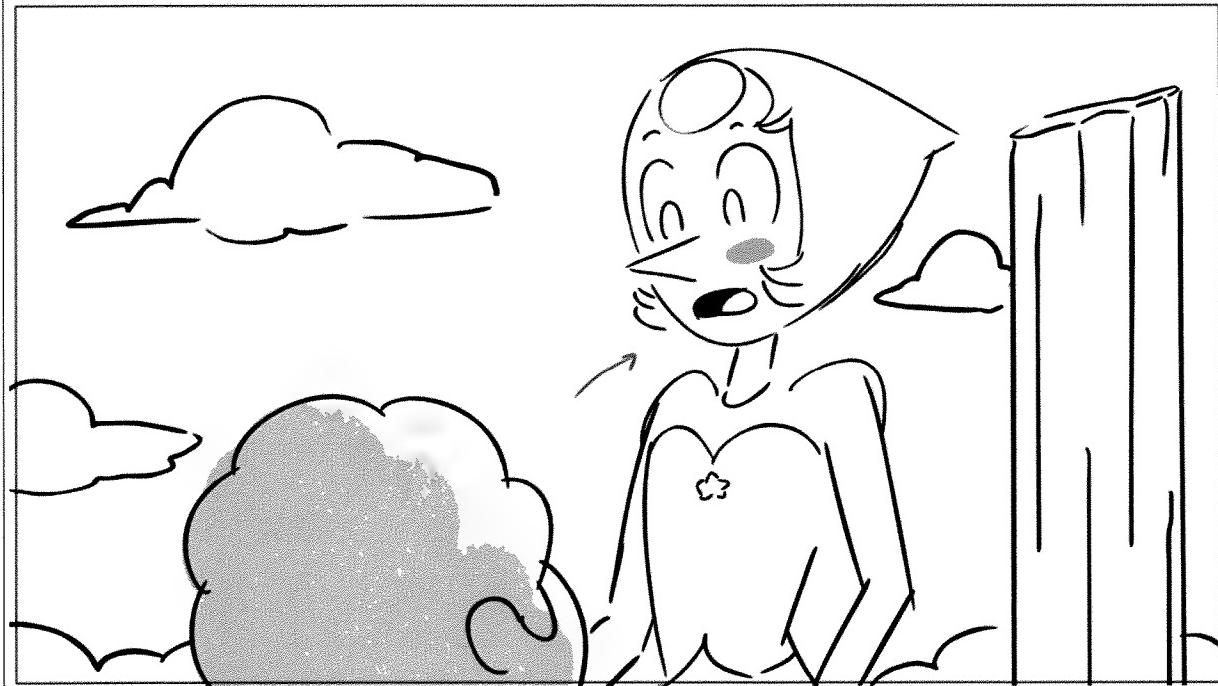
1020 . 013

1020 . 013

1020 . 013



Scene 66 Panel 1



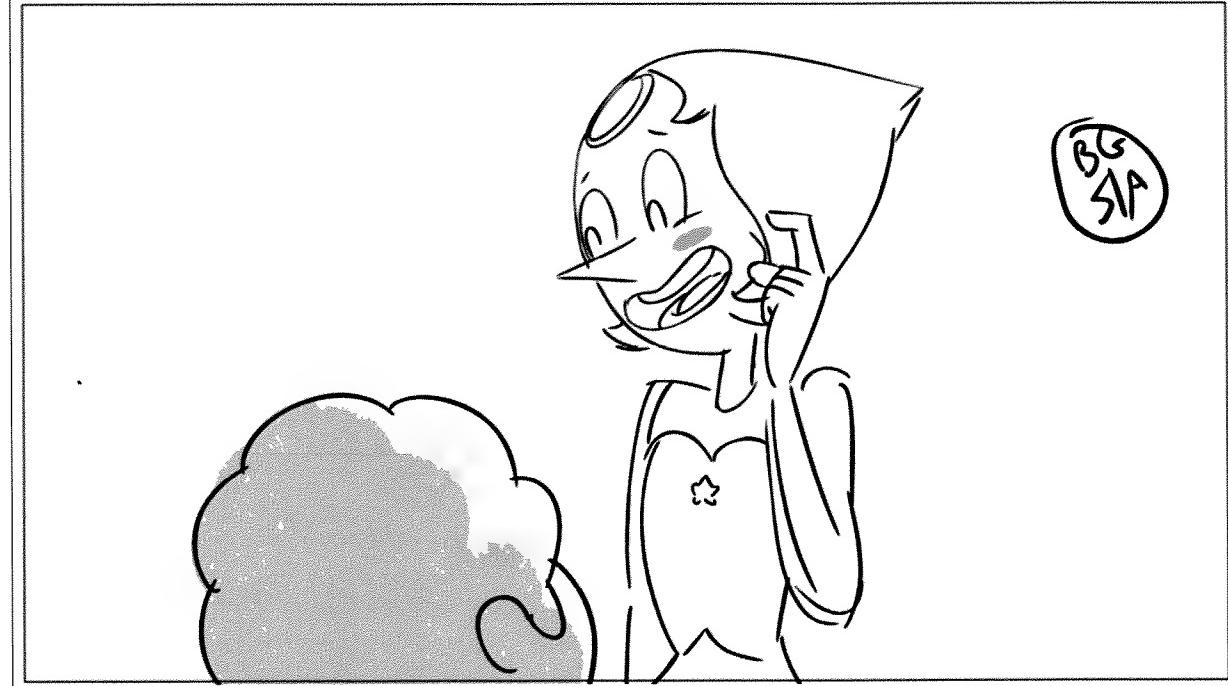
Dialogue
PEARL: Oh!

Action Notes
Pearl is taken aback - she slightly leans back and blushes.

Slugging
1.00

Notes
H/U Pearl to previous

Scene 66 Panel 2
cont



Dialogue
PEARL: well...

Action Notes
Scratches her head twice.

Slugging
1.03

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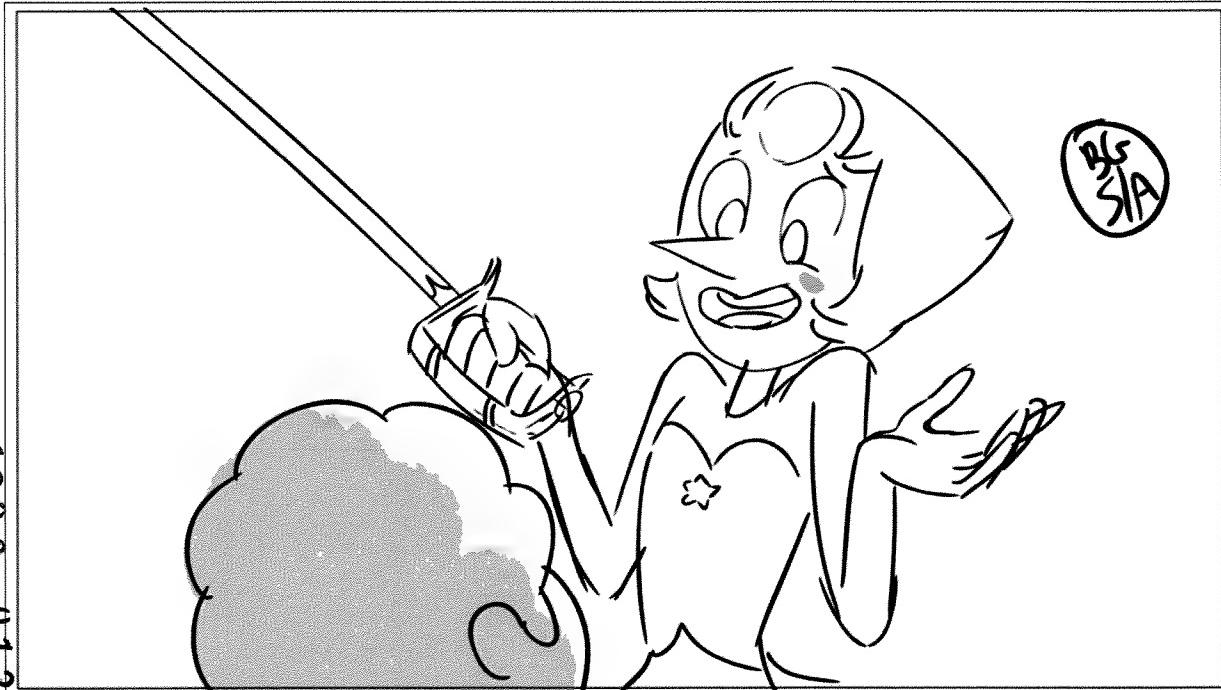
1020.013

1020.013

1020.013



Scene 66 Panel 3
cont

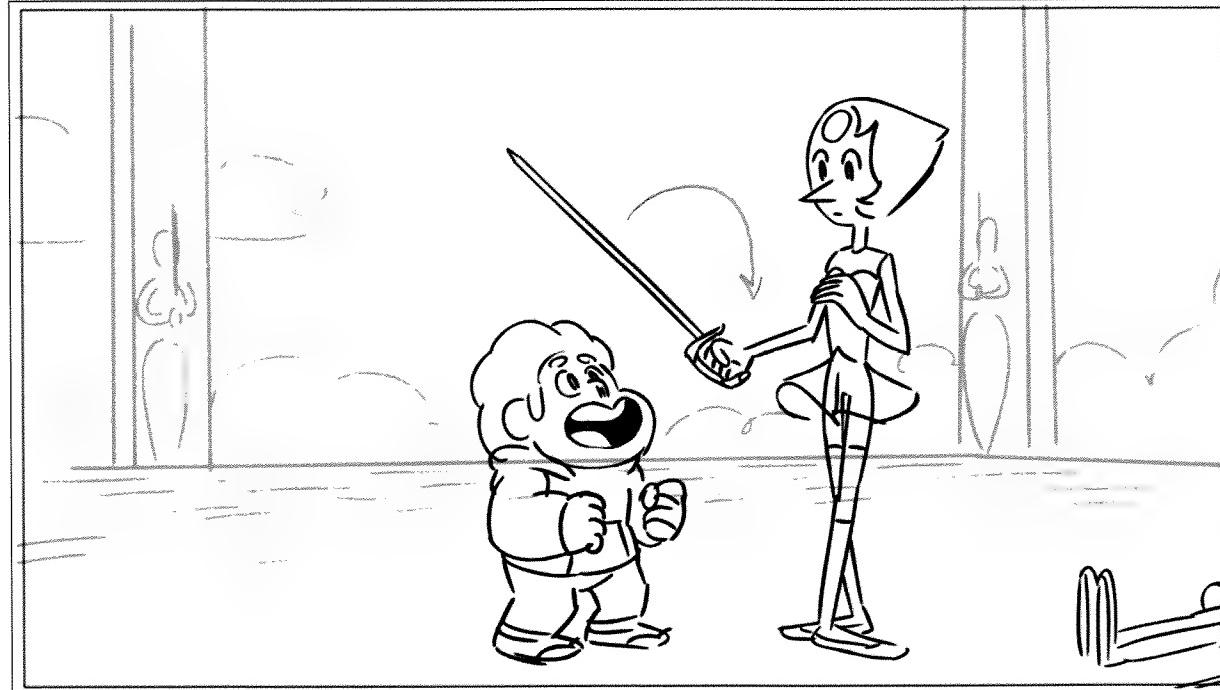


1020.013

Dialogue
PEARL: ...one does try their best!

Slugging
2.13

Scene 67 Panel 1



1020.013

Dialogue
STEVEN: Will...

Slugging
0.08

Notes
Need H.U. Pearl to previous scene - hands up - Shoulders shrugged.

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1020.013

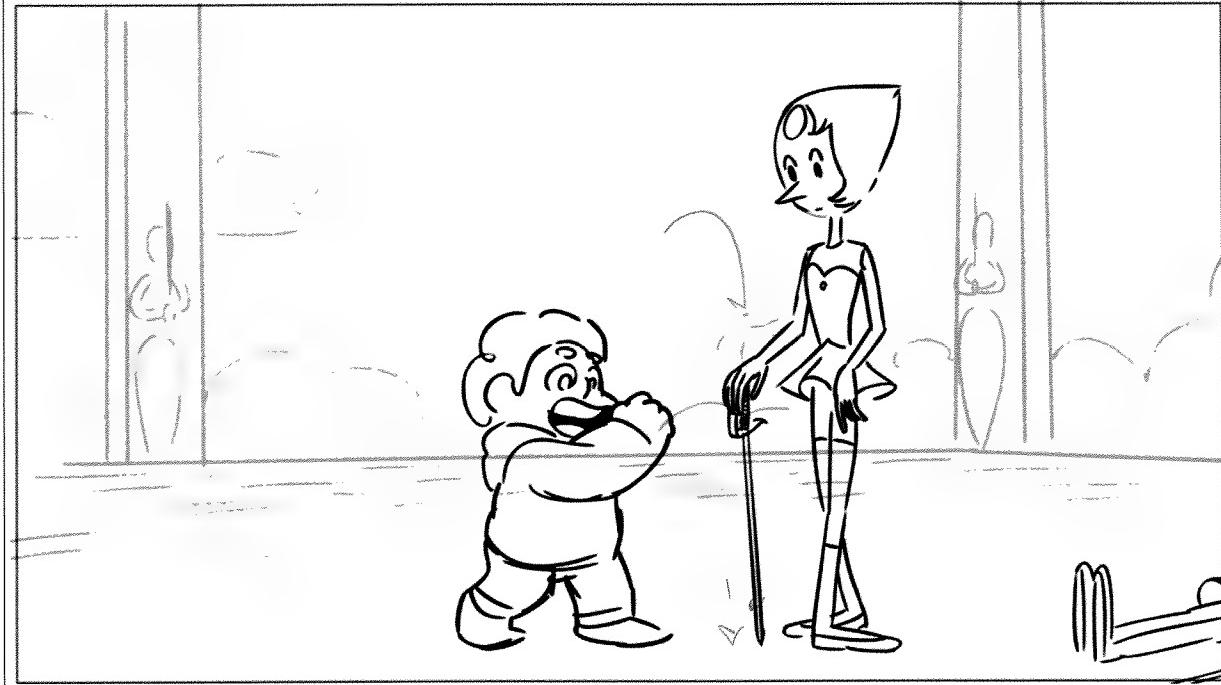


Scene

67

Panel
CONT

2



Dialogue

STEVEN: ...you teach...

Slugging

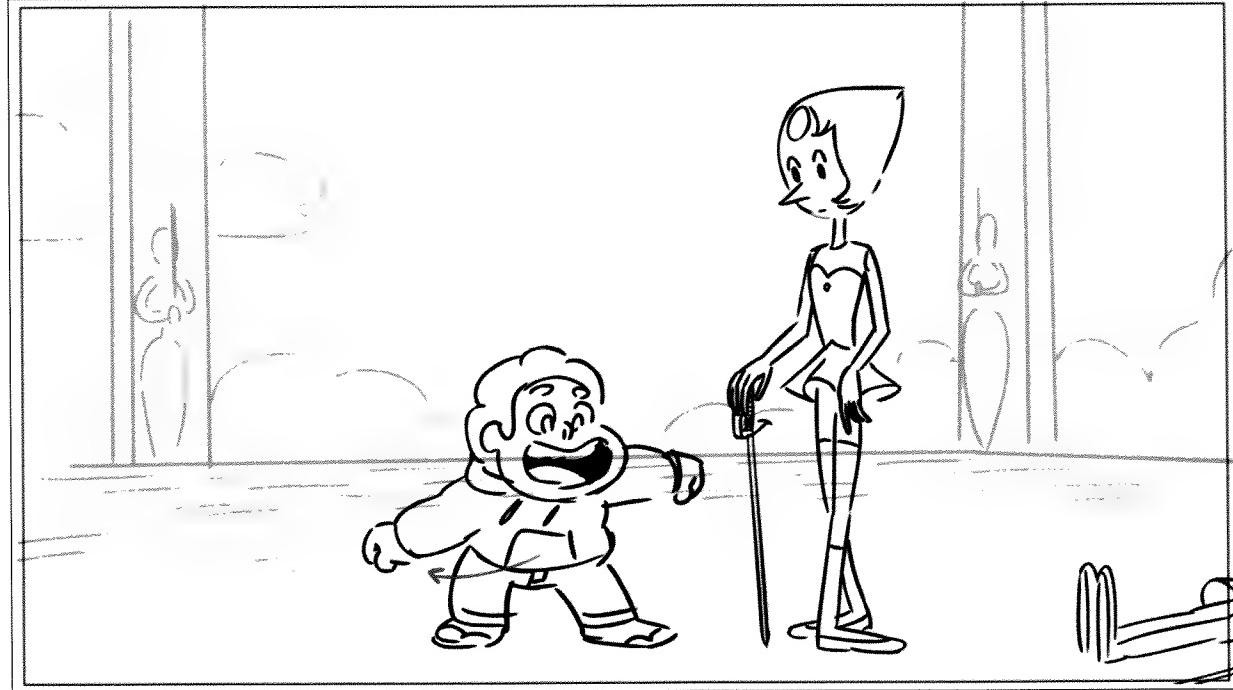
0.09

Scene

67

Panel
CONT

3



Dialogue

STEVEN: ...me to sword...

Action Notes

Steven mimes sword moves exuberently.

Slugging

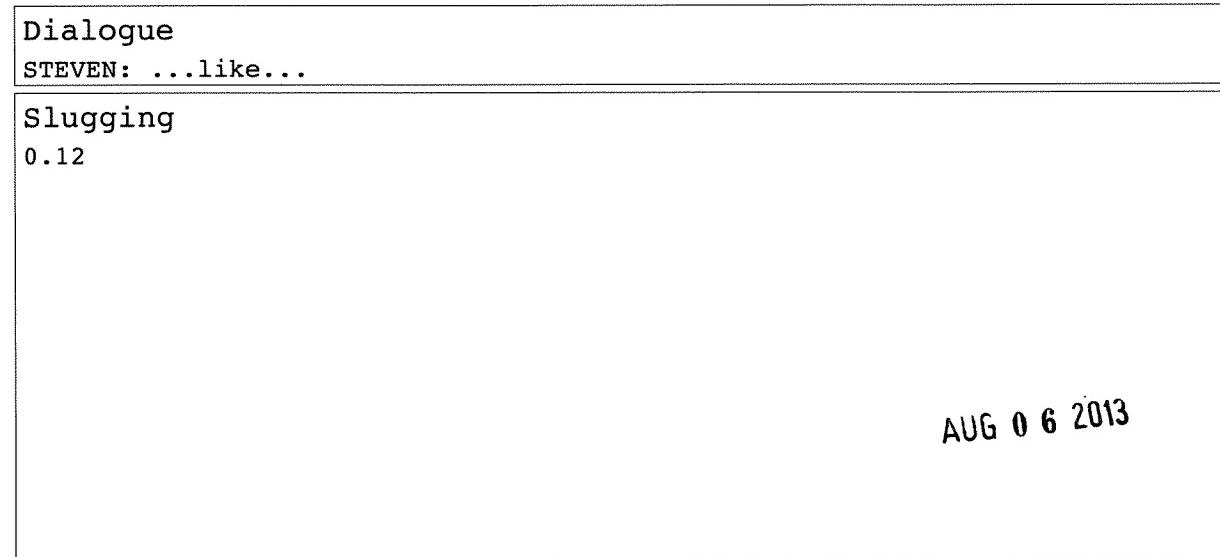
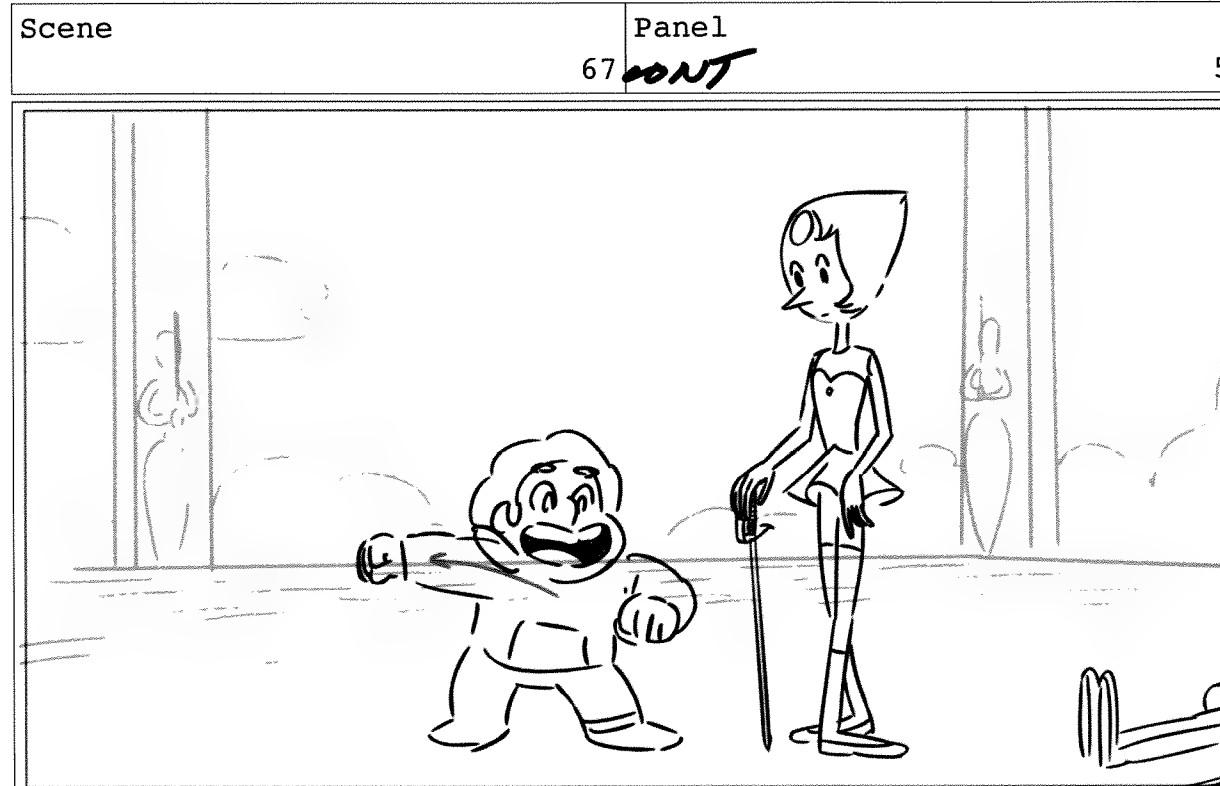
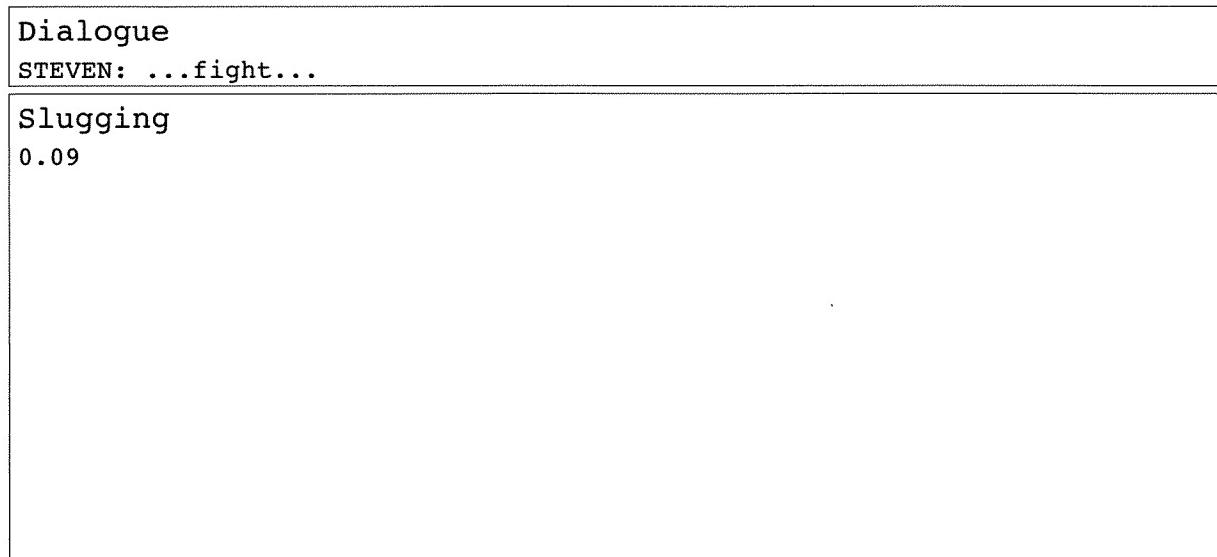
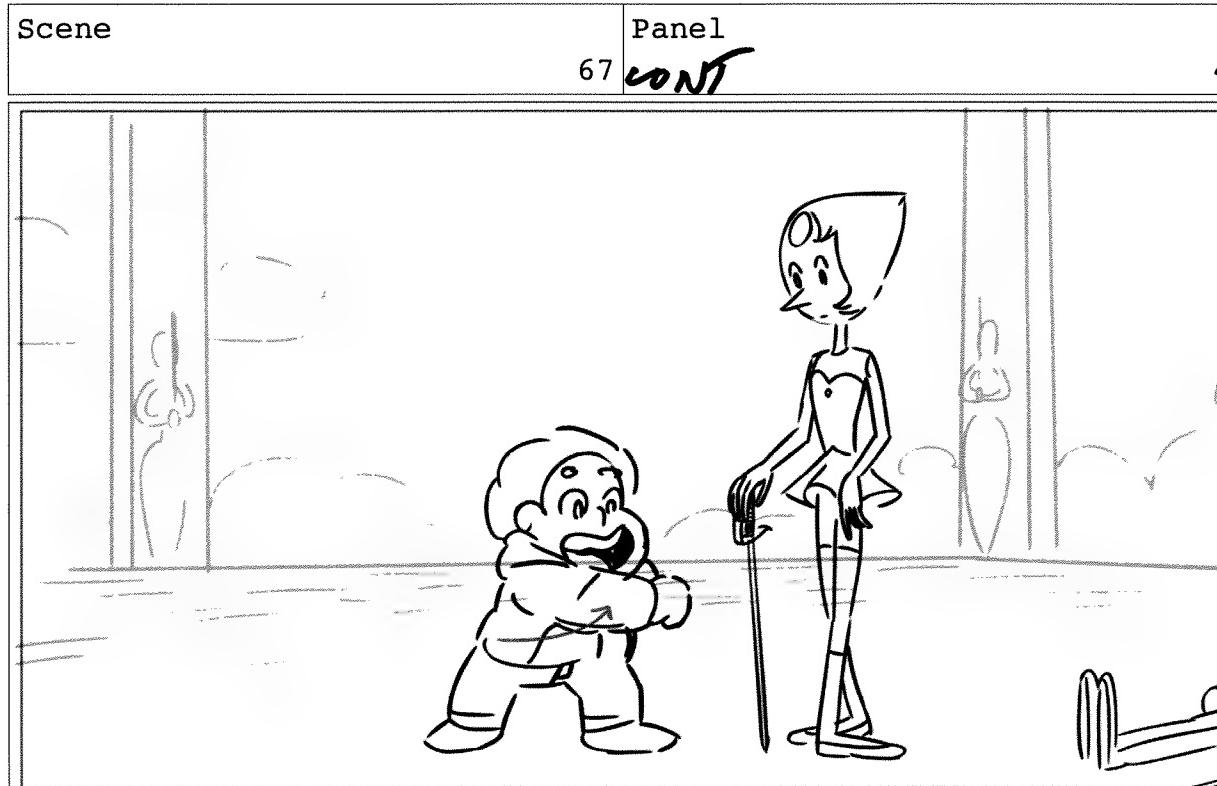
0.07

AUG 06 2013

1020.013

1020.013

1020.013



1020 . 013

1020 . 013

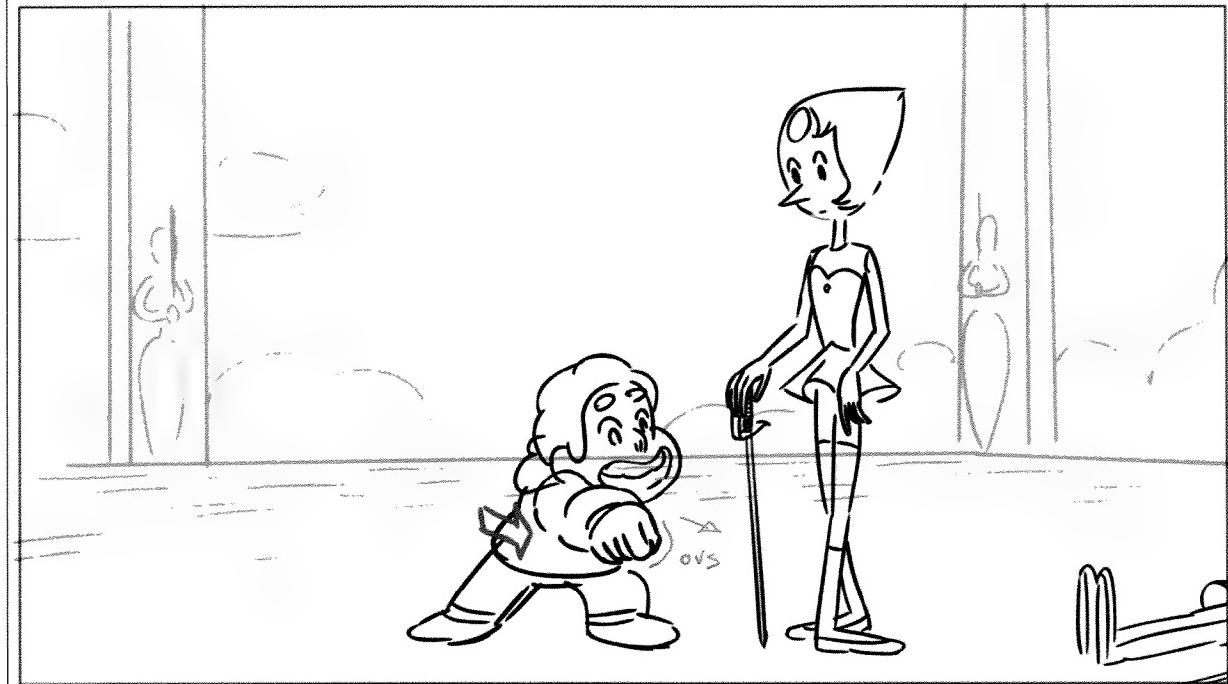


Scene

Panel

67 *cont*

6



Dialogue

STEVEN: ...you?

Action Notes

Last move is a lunge forward.

Slugging

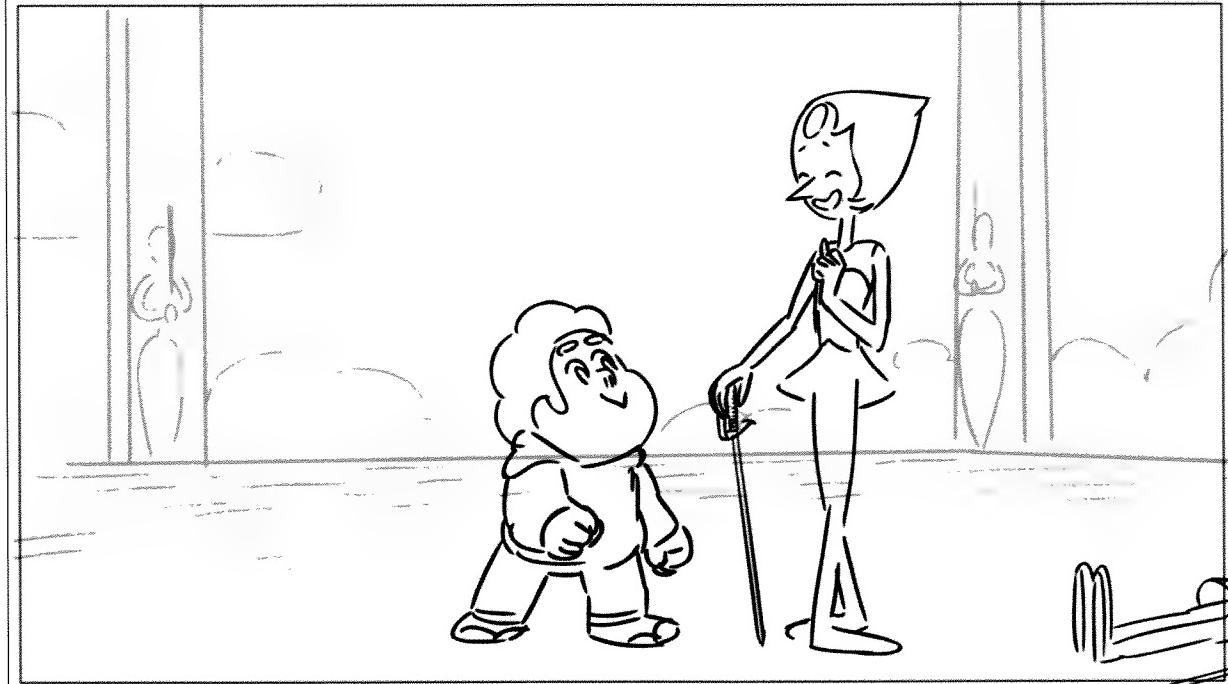
0.11

Scene

Panel

67 *cont*

7



Dialogue

PEARL: *Chuckles*

Slugging

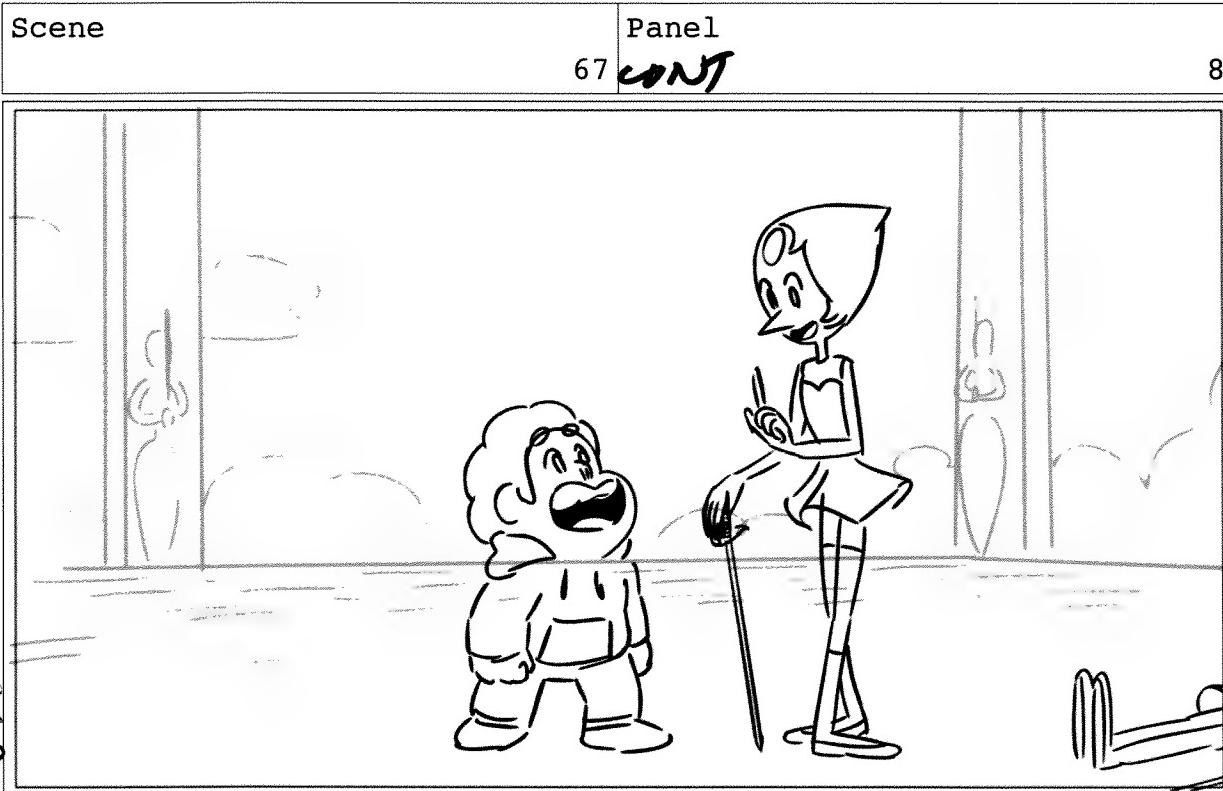
2.11

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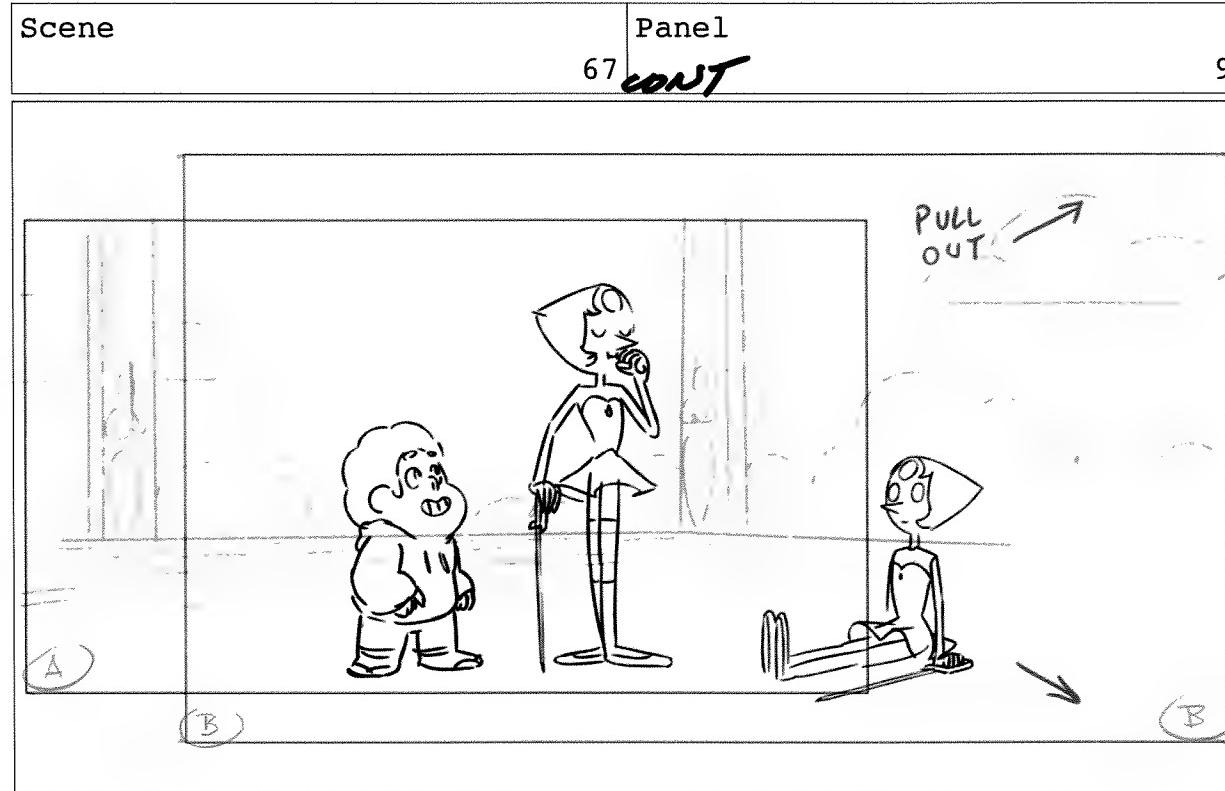
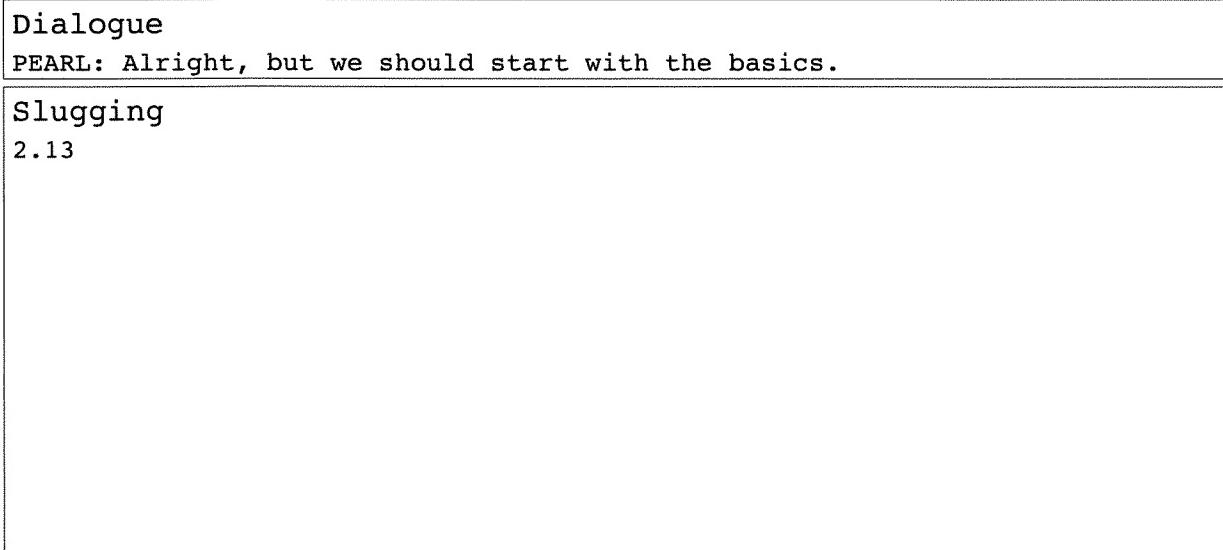
1020.013

1020.013

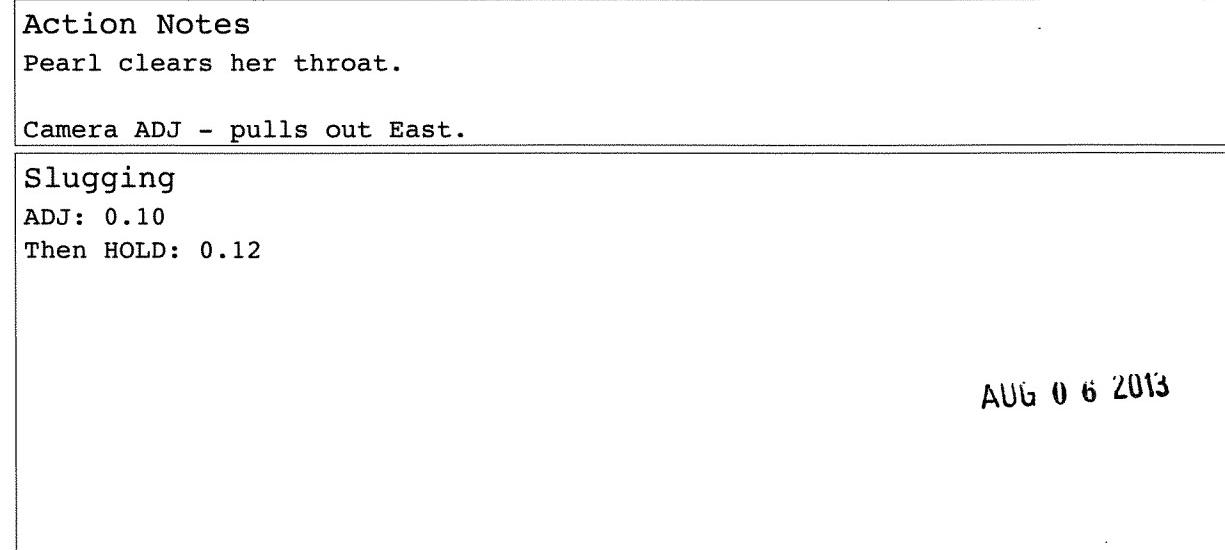
1020.013



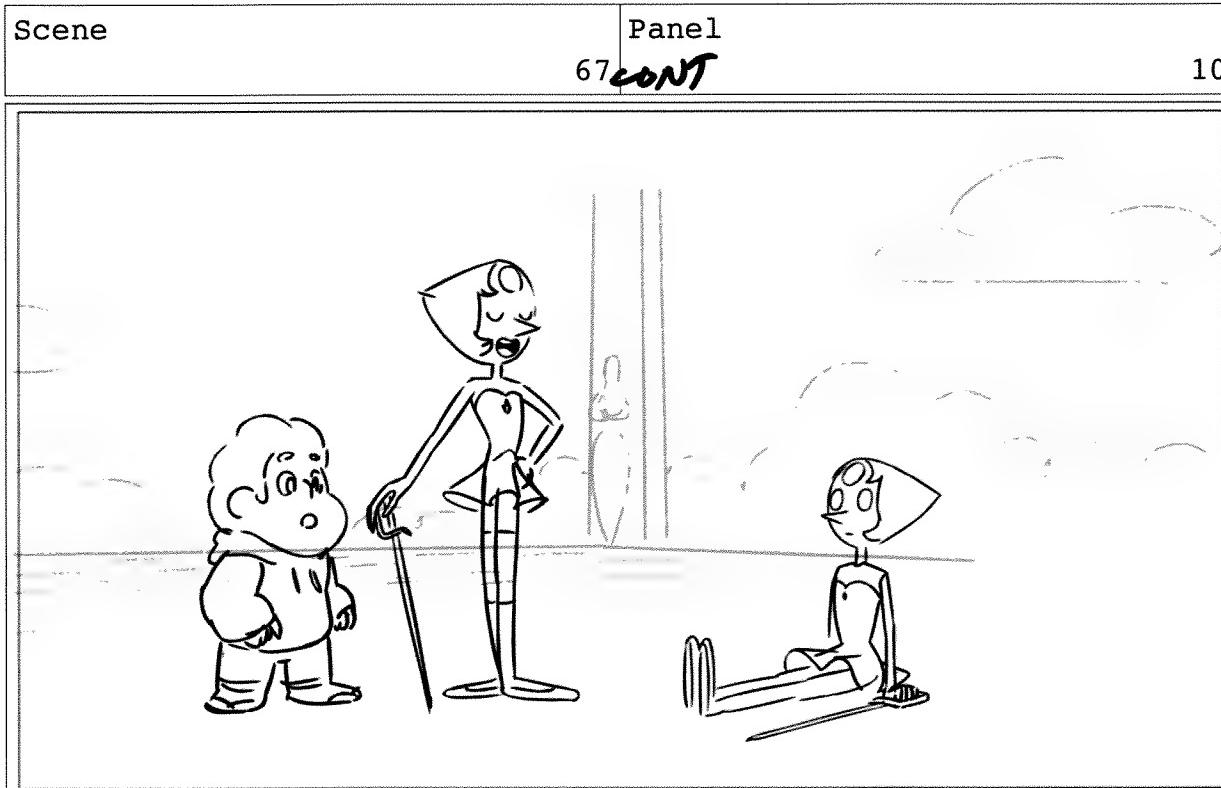
1020.07.01



1020.01.13

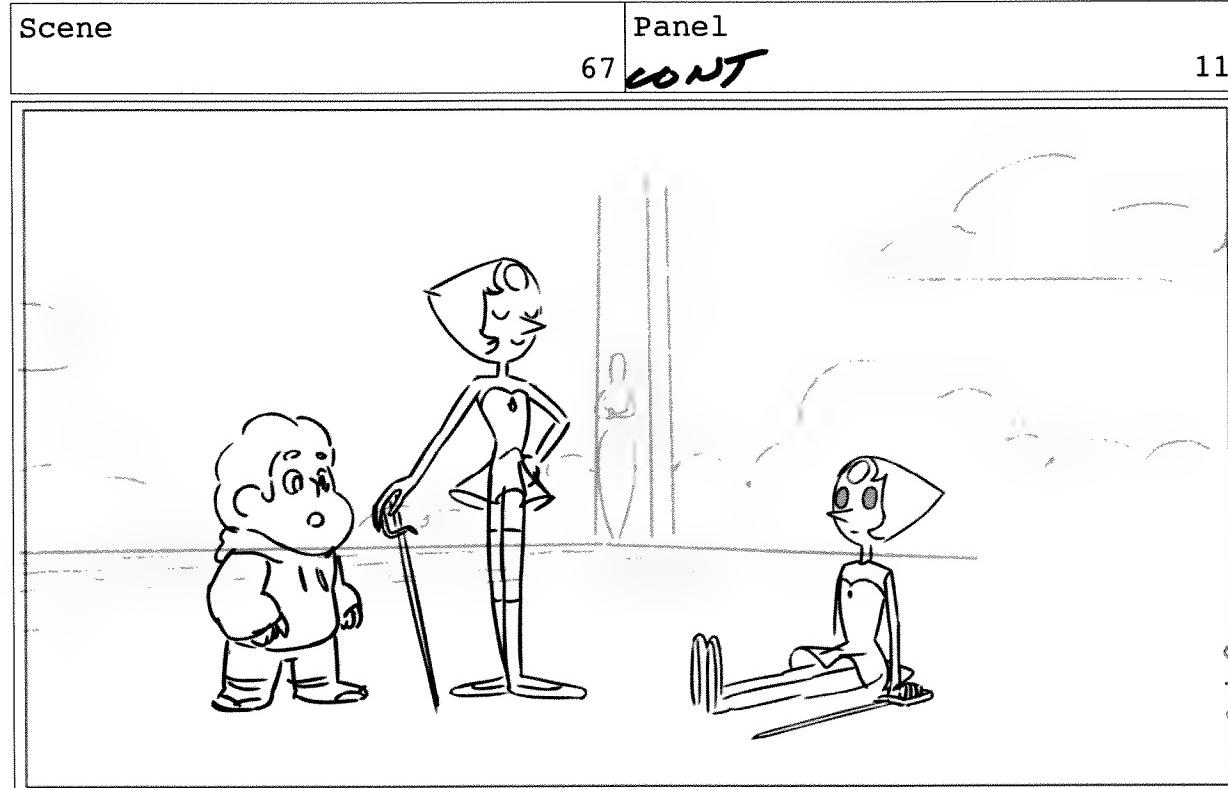


1020.01.13



Dialogue
PEARL: Initiate Training Mode.

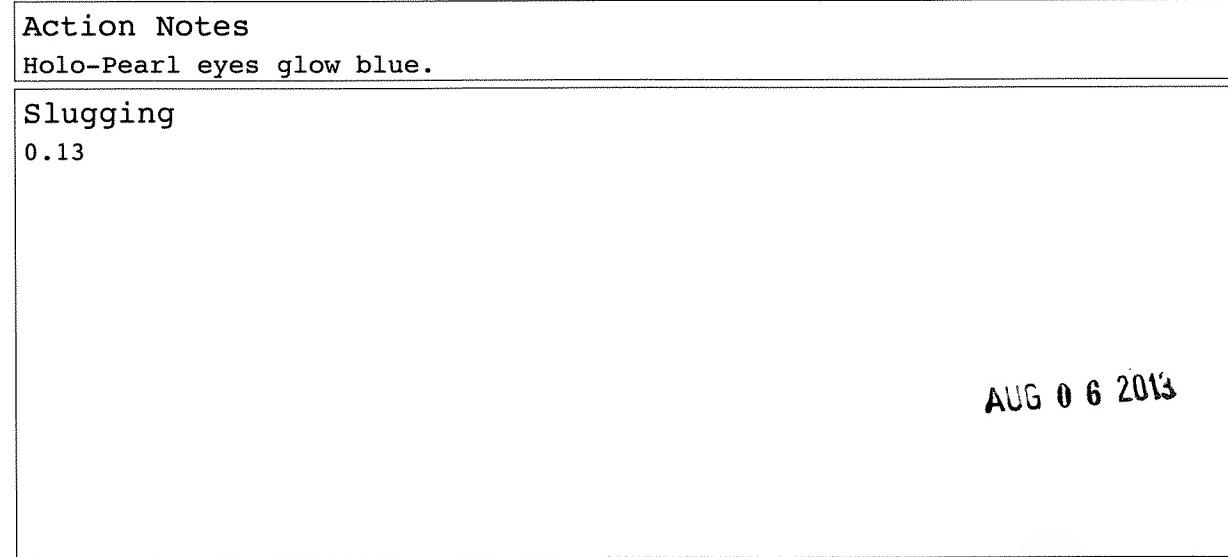
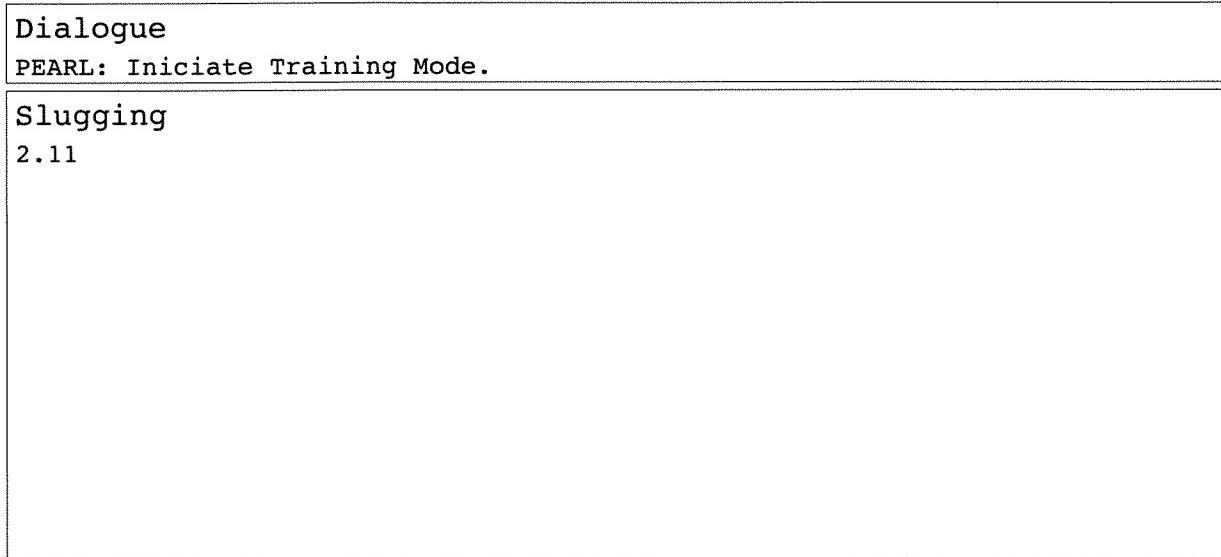
Slugging
2.11



Action Notes
Holo-Pearl eyes glow blue.

Slugging
0.13

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1020.013

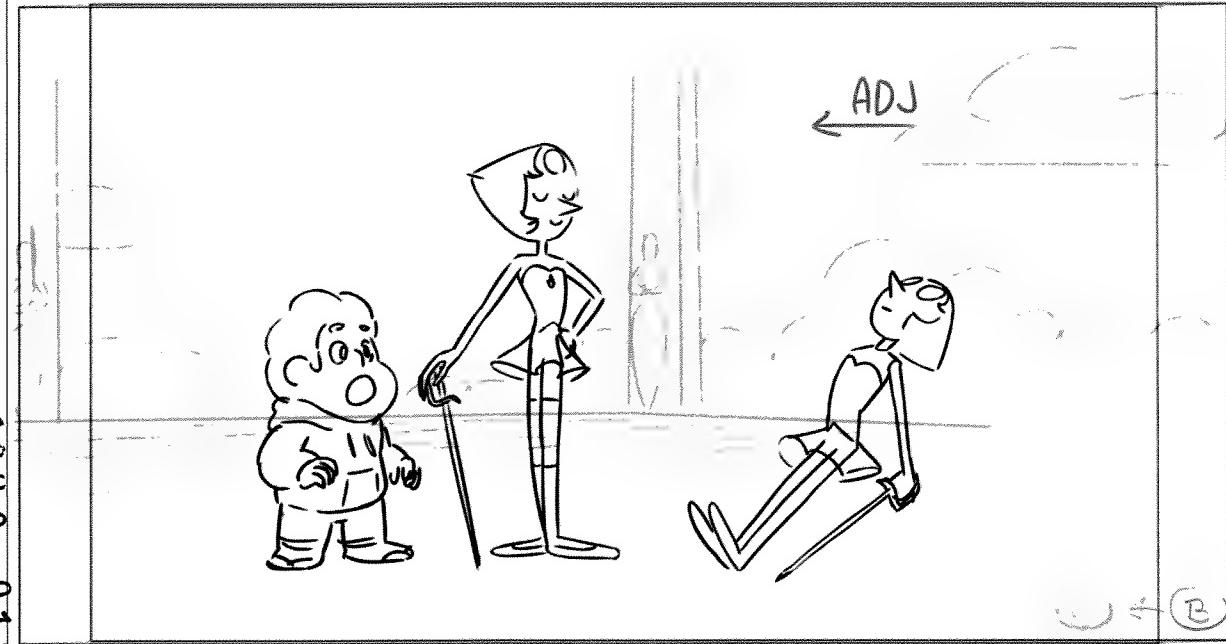


Scene

67

Panel
cont

12



1020.013

Action Notes

Holo-Pearl lurches up unnaturally.

Camera ADJ West - following Holo-Pearls upward movement.

Slugging

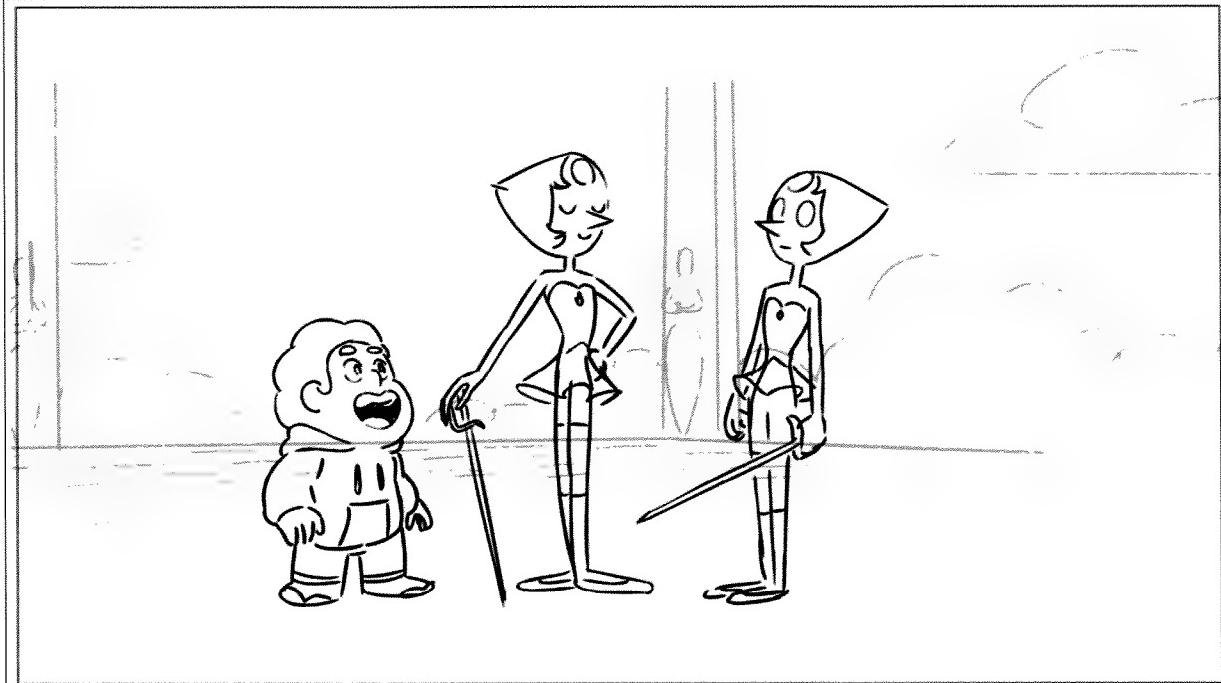
ADJ: 0.13

Scene

67

Panel
cont

13



1020.013

AUG 06 2013

1020.013



Scene

Panel

67 *cont*

14



1020.013

Action Notes

Holo-Pearl shakes to a stop.

Slugging

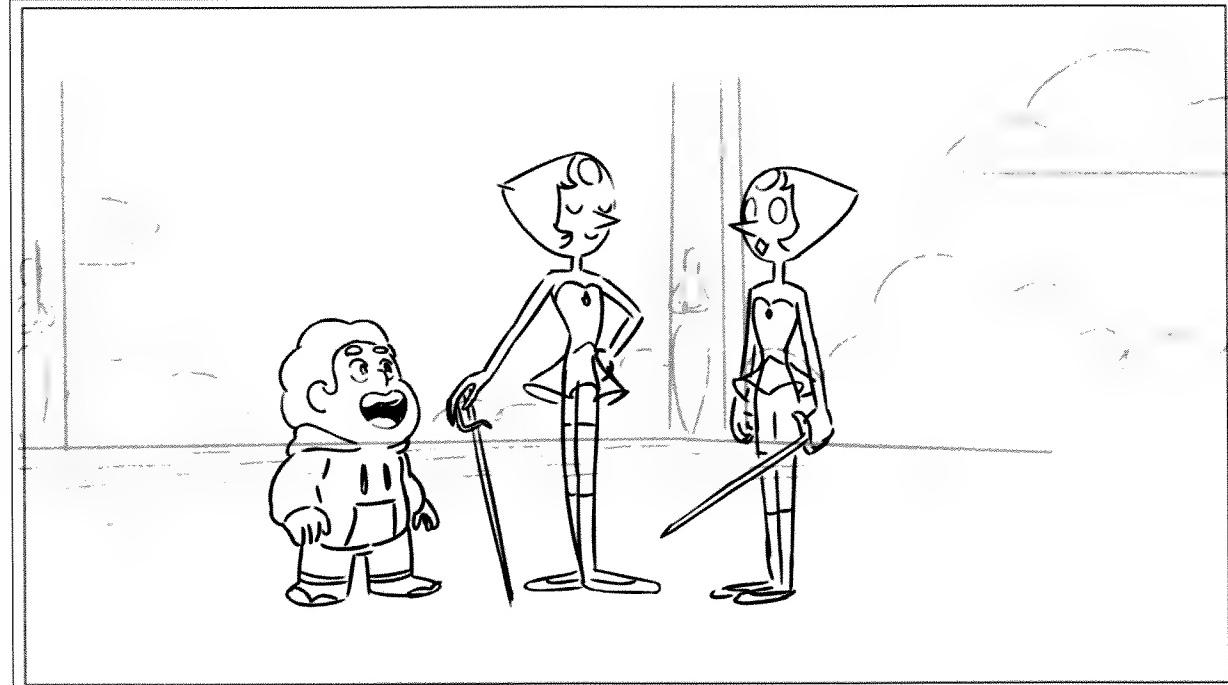
0.14

Scene

Panel

67 *cont*

15



1020.013

Dialogue

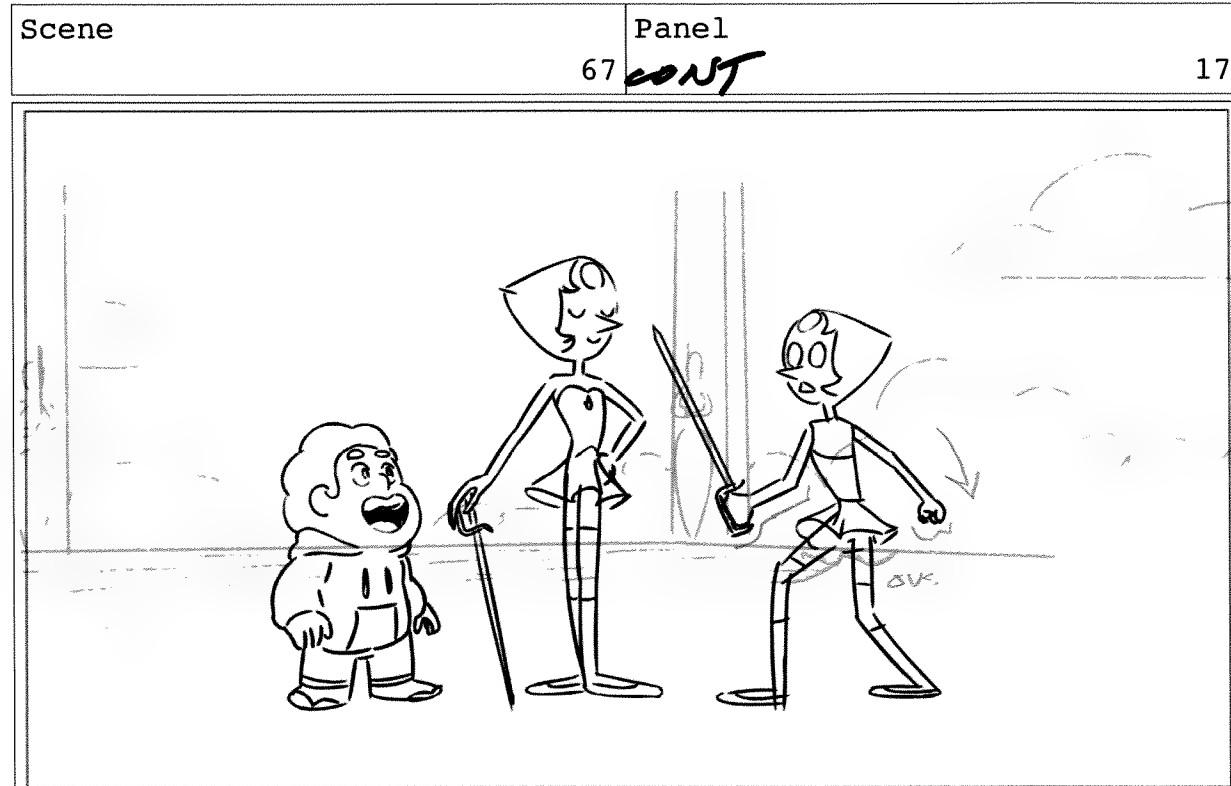
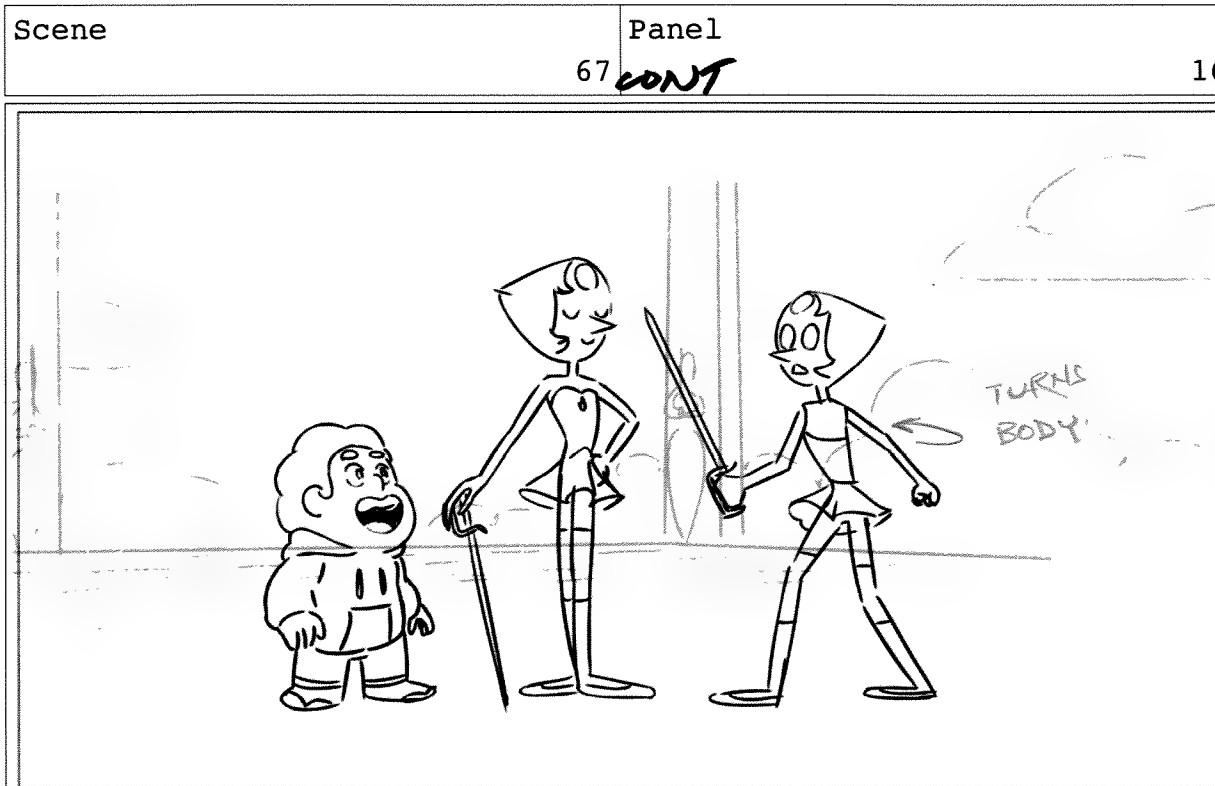
HP: Training mode initiated...

Slugging

2.10

AUG 06 2013

1020.013



1020.013

Dialogue
HP: Level One...

Action Notes

Holo-Pearl cycles in a street fighter way - bobbing up and down.

Slugging
1.03

Dialogue
HP: ...begin.

Slugging
1.06

AUG 06 2013

1020.013

1020.013

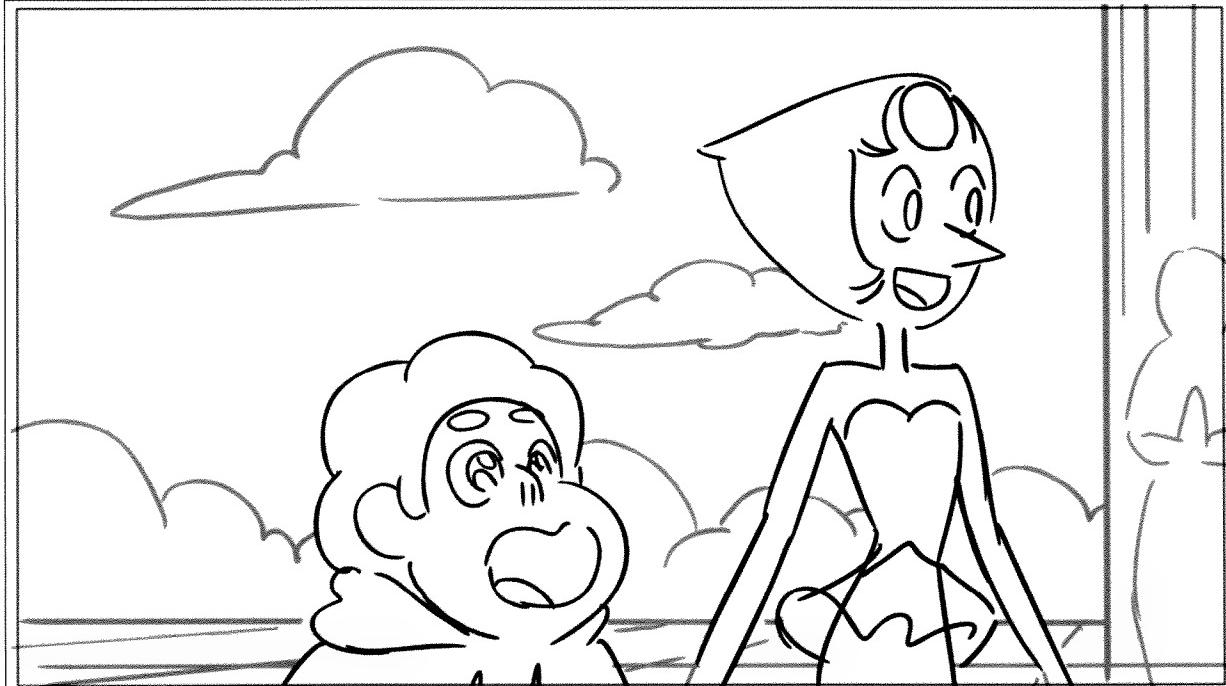


Scene

Panel

68

1



Dialogue

PEARL: Alright,

Slugging

1.06

Notes

Need H.U. for Pearl's face and left arm to previous scene.

Scene

Panel

68

cont

2

S/A



Dialogue

PEARL: I want you to stand back,

Action Notes

Steven looks at pearl's sword as she pushes Steven back with her sword.

Slugging

1.10

AUG 06 2013

1020.013

1020.013

1020.013



1020 . 013

Dialogue
PEARL: Steven.

Slugging
0.13



1020 . 013

Dialogue
PEARL: And...

Action Notes
Pearl walks towards O/S East.

Slugging
0.08

AUG 06 2013

1020 . 013



Scene

68

Panel
CONT

5



Dialogue

PEARL: watch me...

Slugging

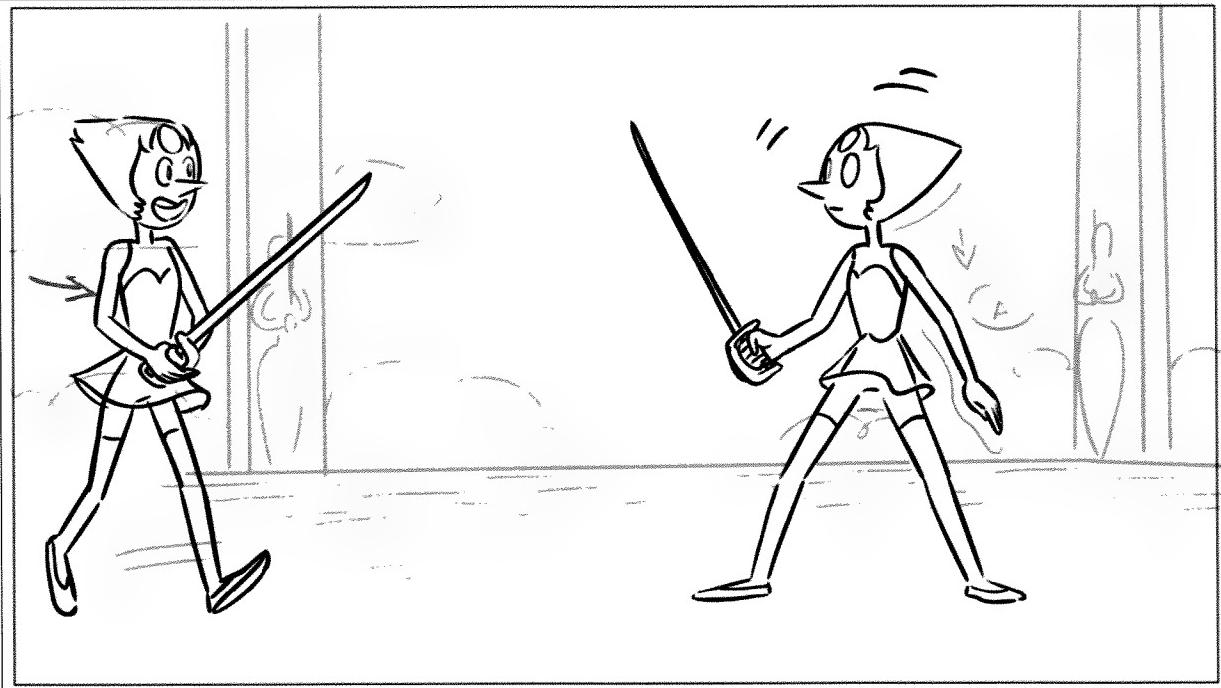
0.08

Scene

69

Panel

1



Dialogue

PEARL: ...carefully...

Action Notes

Pearl walks East.

Holo-Pearl cycles in a street fighter way - bobbing up and down.

Slugging

1.00

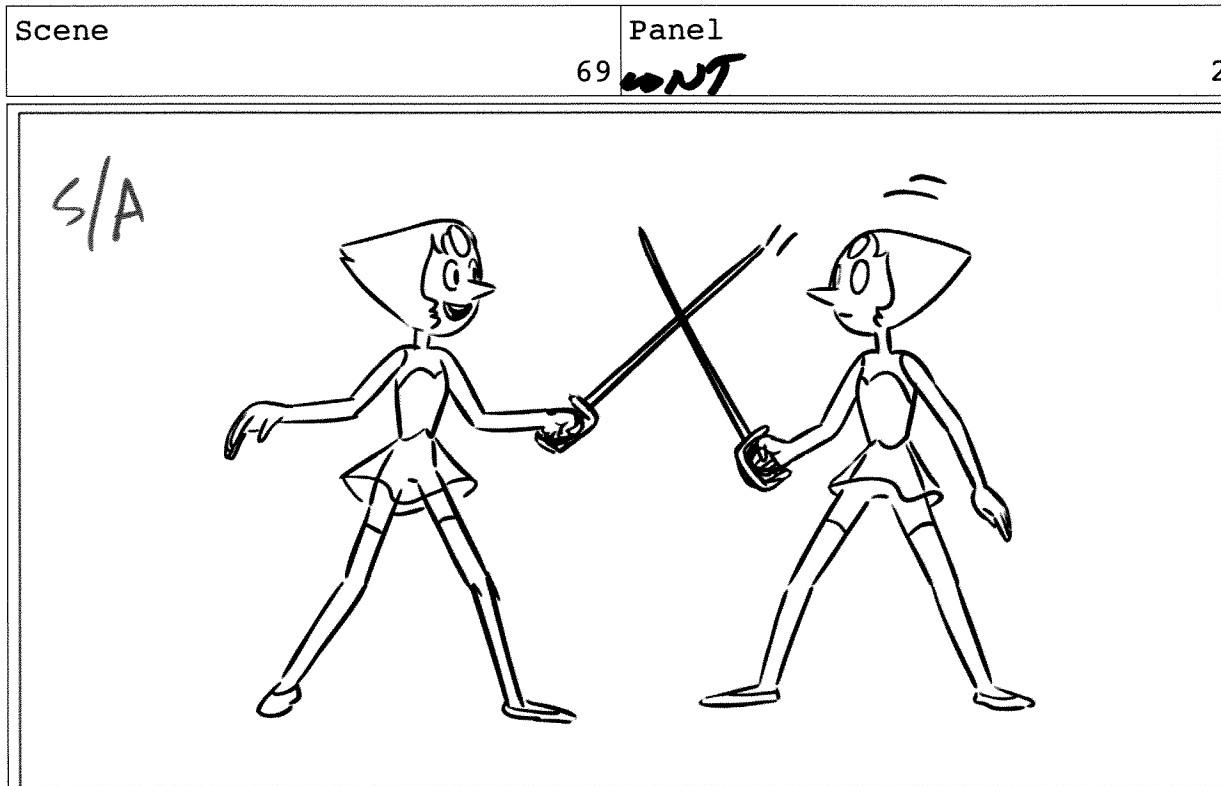
Notes

Need H.U. Pearl to previous scene - her arms are down.

AUG 06 2013

1020.013

1020.013

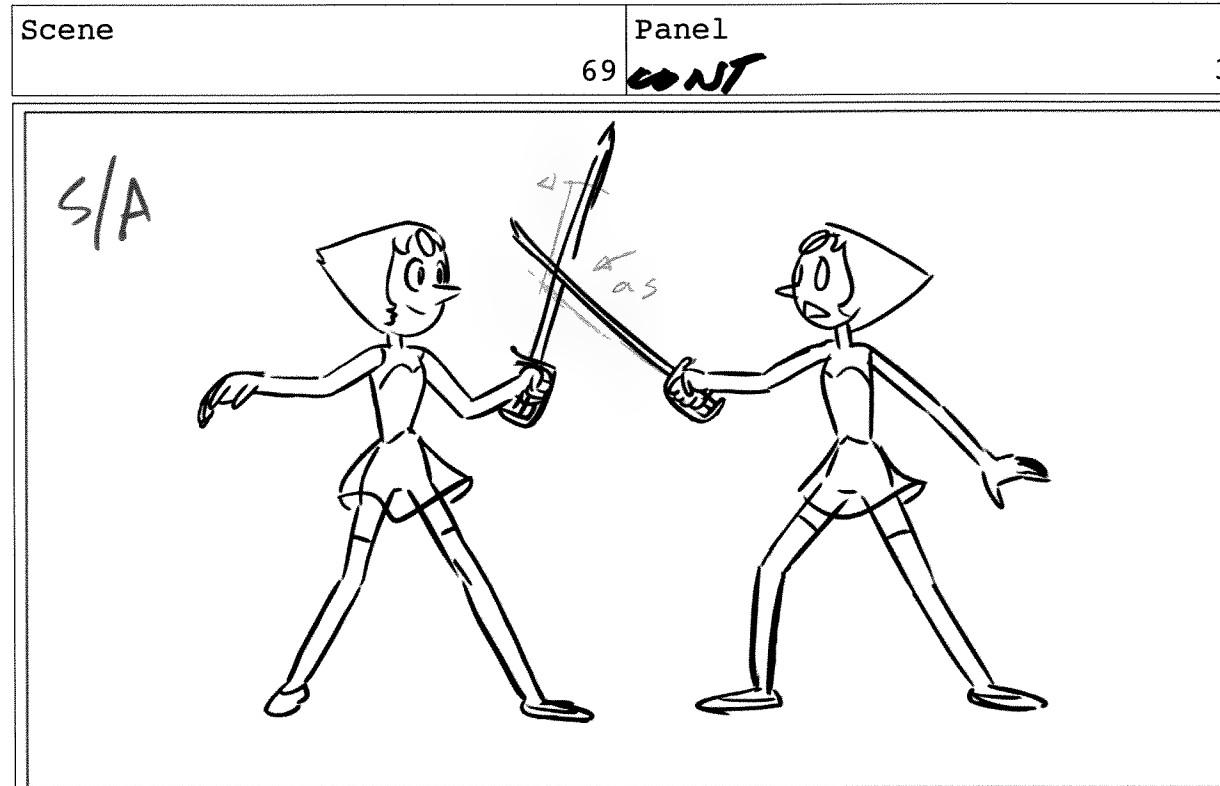


Dialogue
PEARL: ...Okay.

Action Notes
Pearl stops and gets into position.

Holo-Pearl cycles in a street fighter way - bobbing up and down.

Slugging
1.01



Dialogue
HP: Parry...

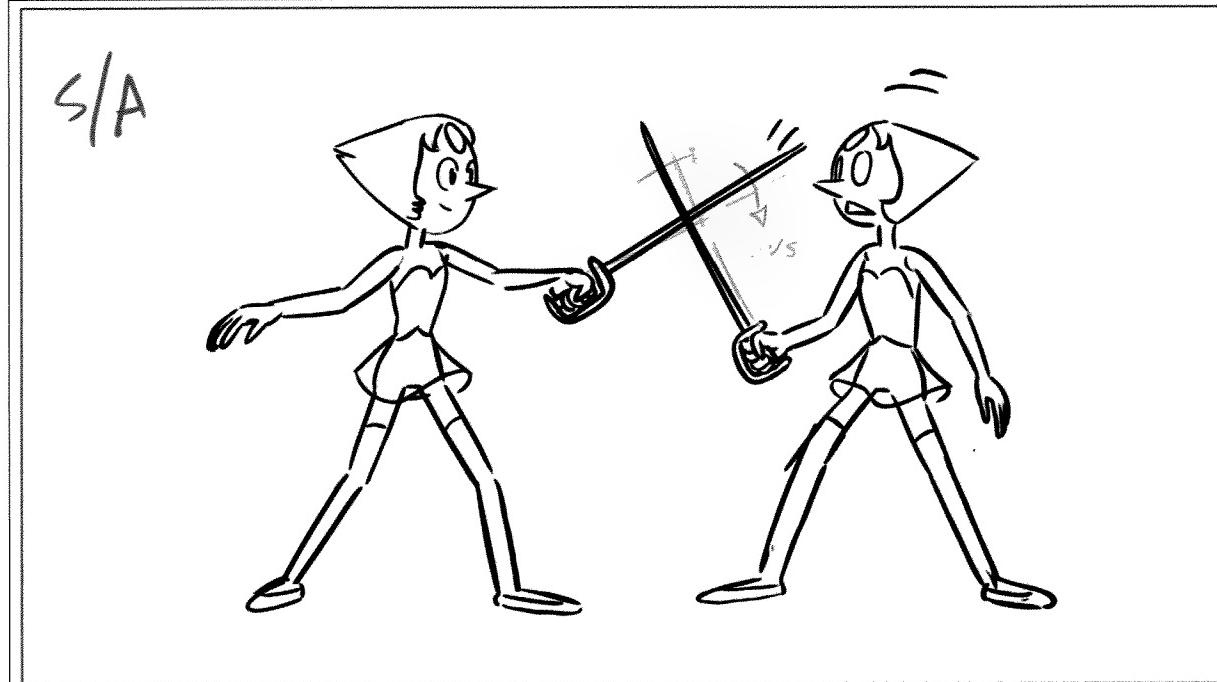
Slugging
1.00

AUG 06 2013

1020.013

1020.013

Scene 69 Panel *cont* 4

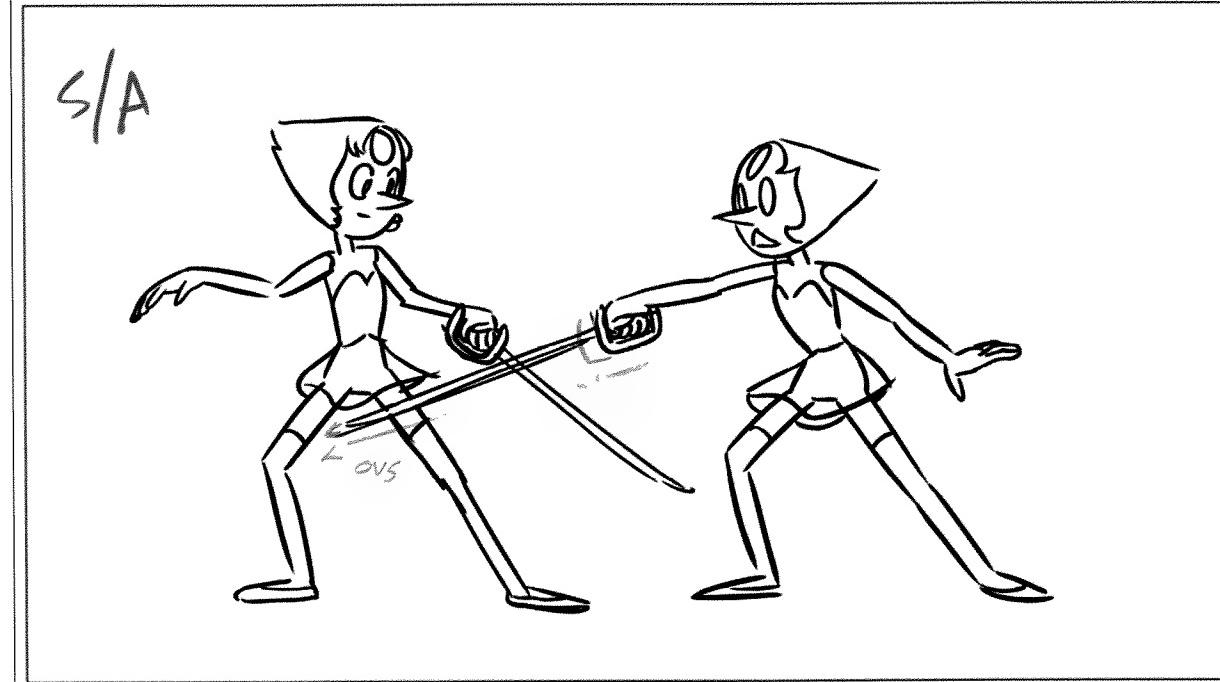


Dialogue
HP: ...Parry...

Action Notes
Holo-Pearl cycles in a street fighter way - bobbing up and down.

Slugging
1.00

Scene 69 Panel *cont* 5



Dialogue
HP: Thrust!

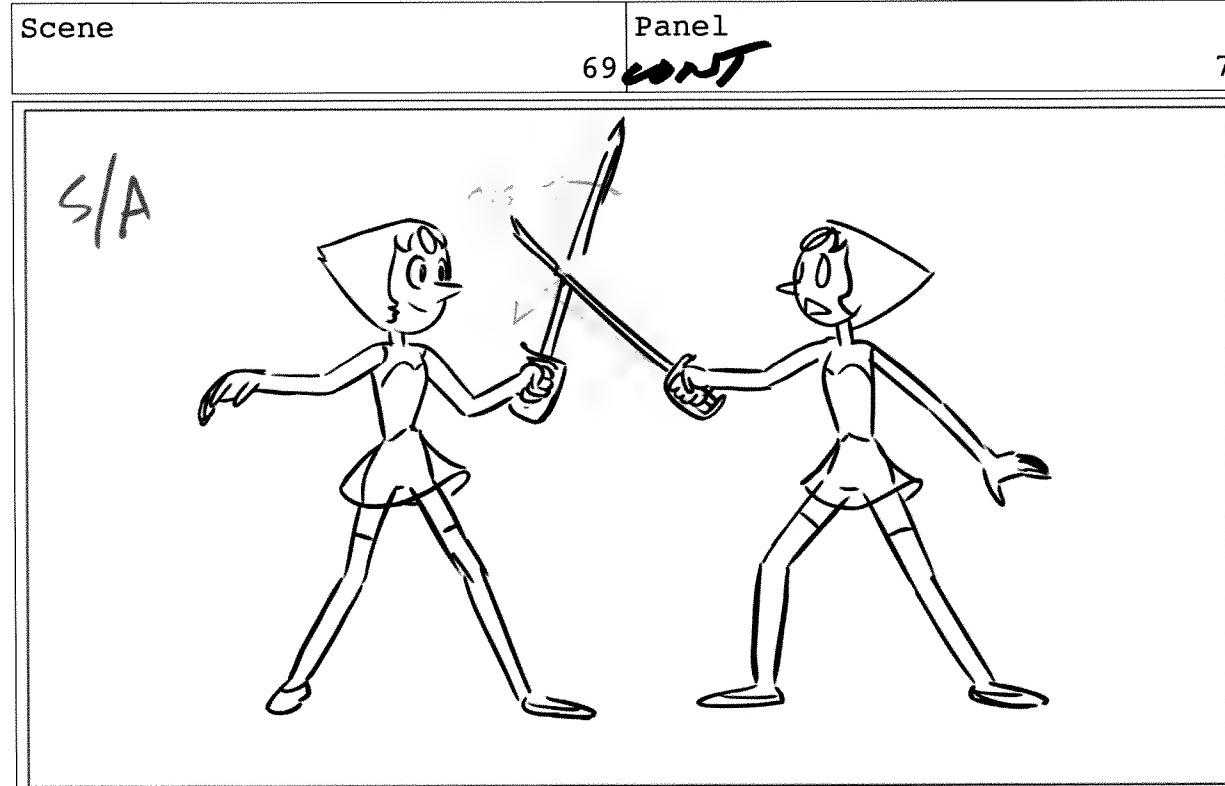
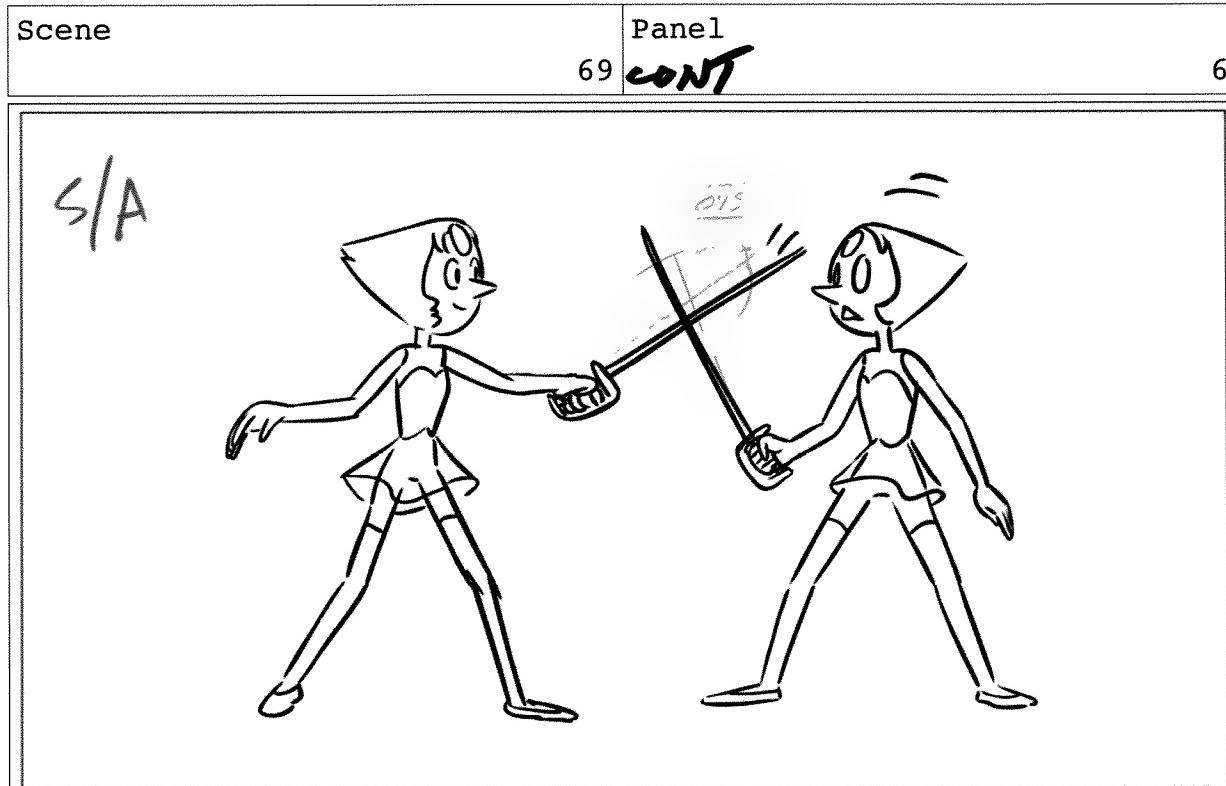
Slugging
1.01

AUG 06 2013

1020.013

1020.013

1020.013



1020 · 013

Dialogue
HP: Parry...

Action Notes
Holo-Pearl cycles in a street fighter way - bobbing up and down.

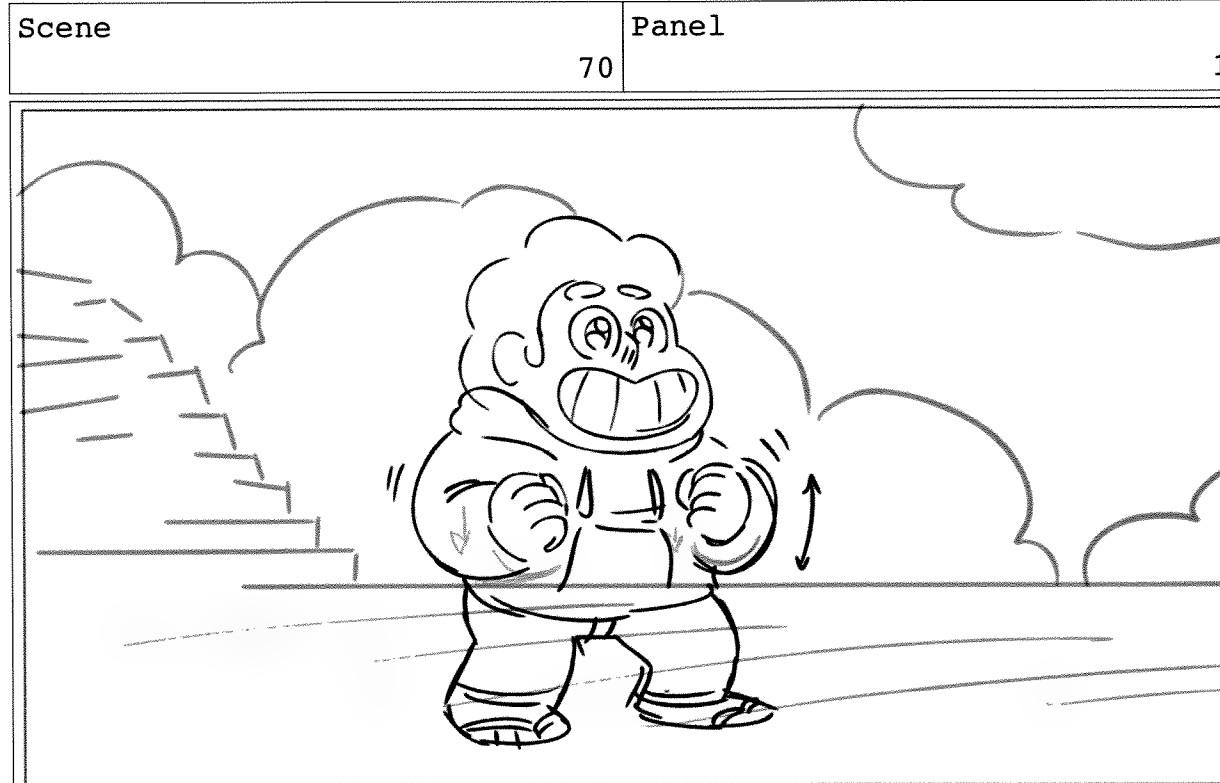
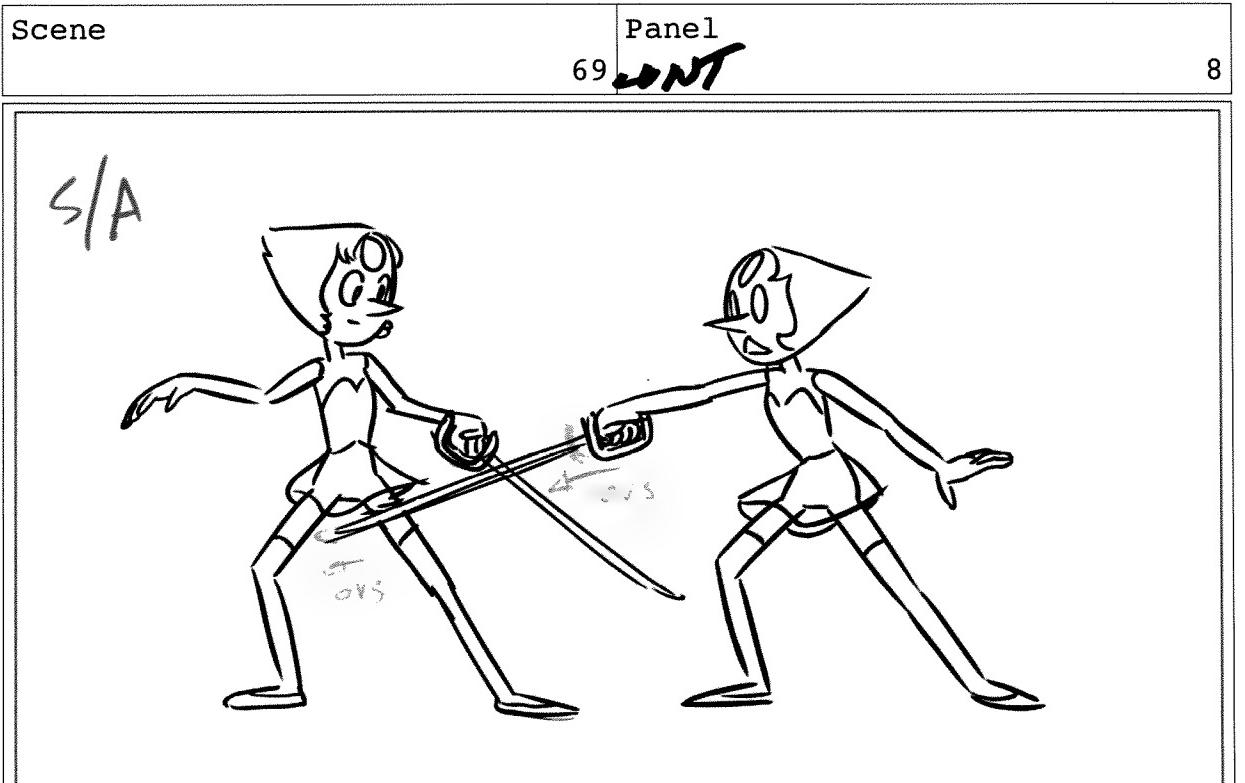
Slugging
1.00

Dialogue
HP: ...Parry...

Slugging
1.00

AUG 06 2013

1020 · 013



1020 . 013

Dialogue
HP: Thrust!

Slugging
1.01

Dialogue
PEARL (os): Do you see what im doing with my feet Steven?

HP (os): Parry, Parry, Thrust.

Action Notes

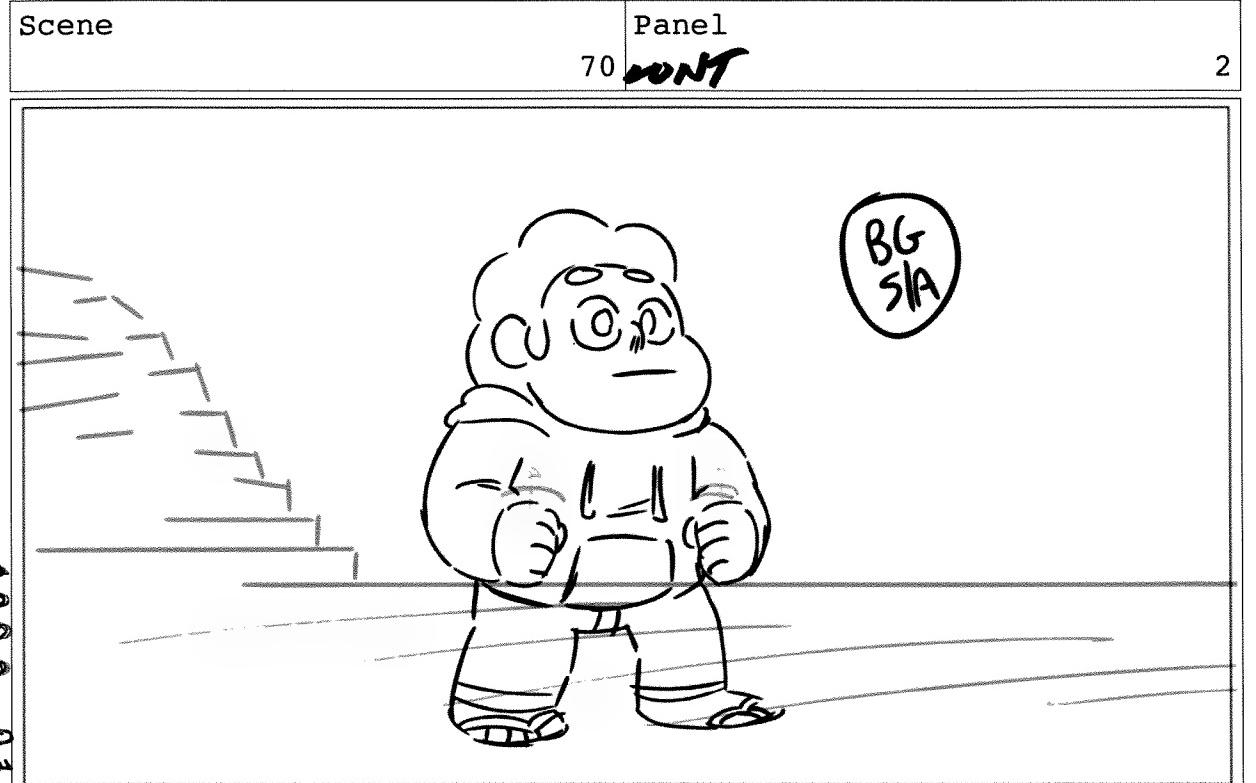
Steven shakes his hands up and down with excitement.

Slugging
4.15

AUG 06 2013

1020 . 013

1020 . 013



1020 . 013

Dialogue

HP (os): Parry...Parry...Thrust.

Action Notes

Steven stops shaking his hands - less excited.

Slugging

1.15



1020 . 013

Dialogue

PEARL (os): Notice where I keep my center of gravity.

HP (os): Parry, Parry, Thrust.

Slugging

3.07

AUG 06 2013

1020 . 013



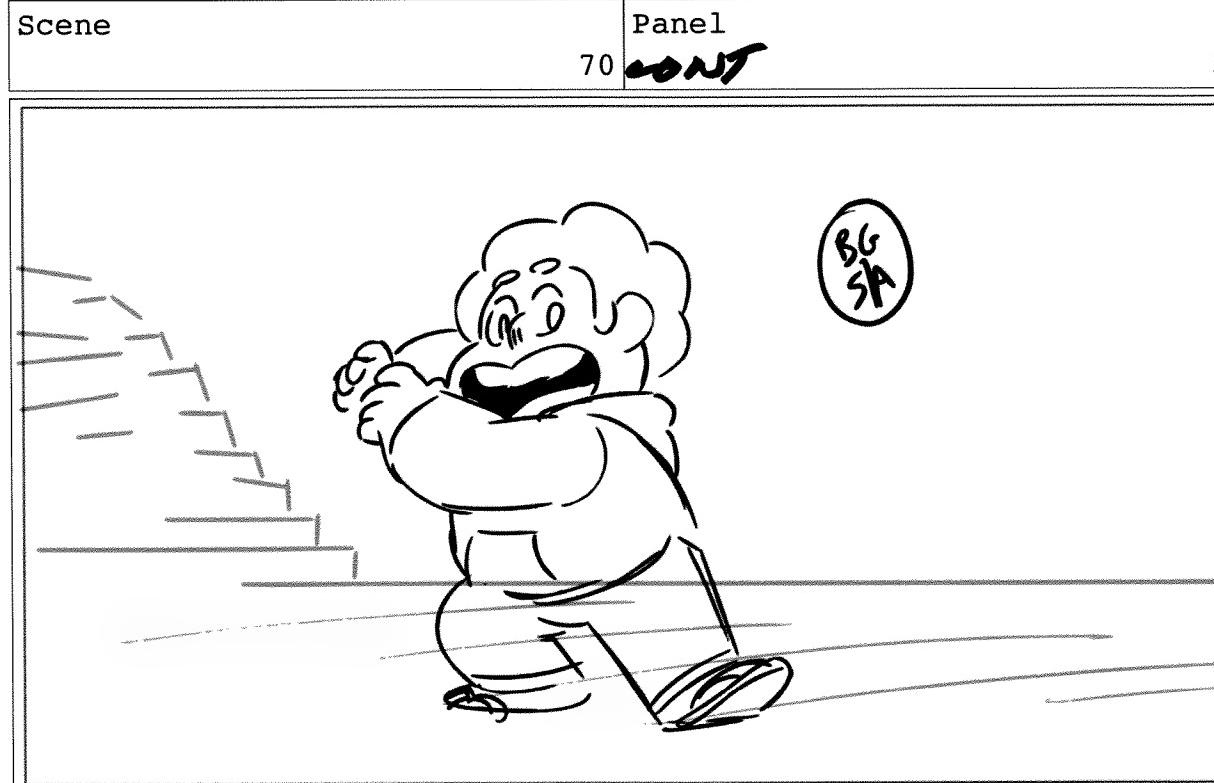
Dialogue

STEVEN: Awww, can you show me something cool?

HP (os): Parry, Parry, Thrust.

Slugging

3.11



Dialogue

STEVEN: Like the Boomerang...

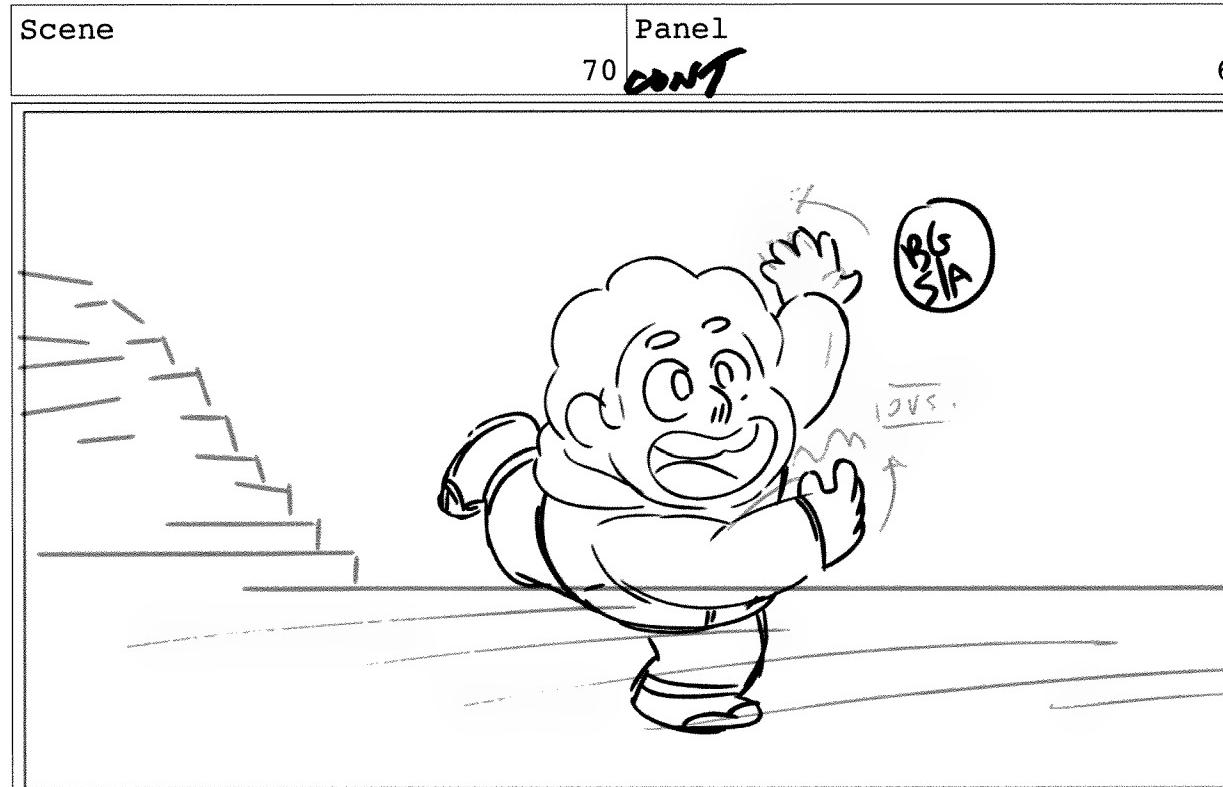
Slugging

1.08

Aug 06 2013

1020.013

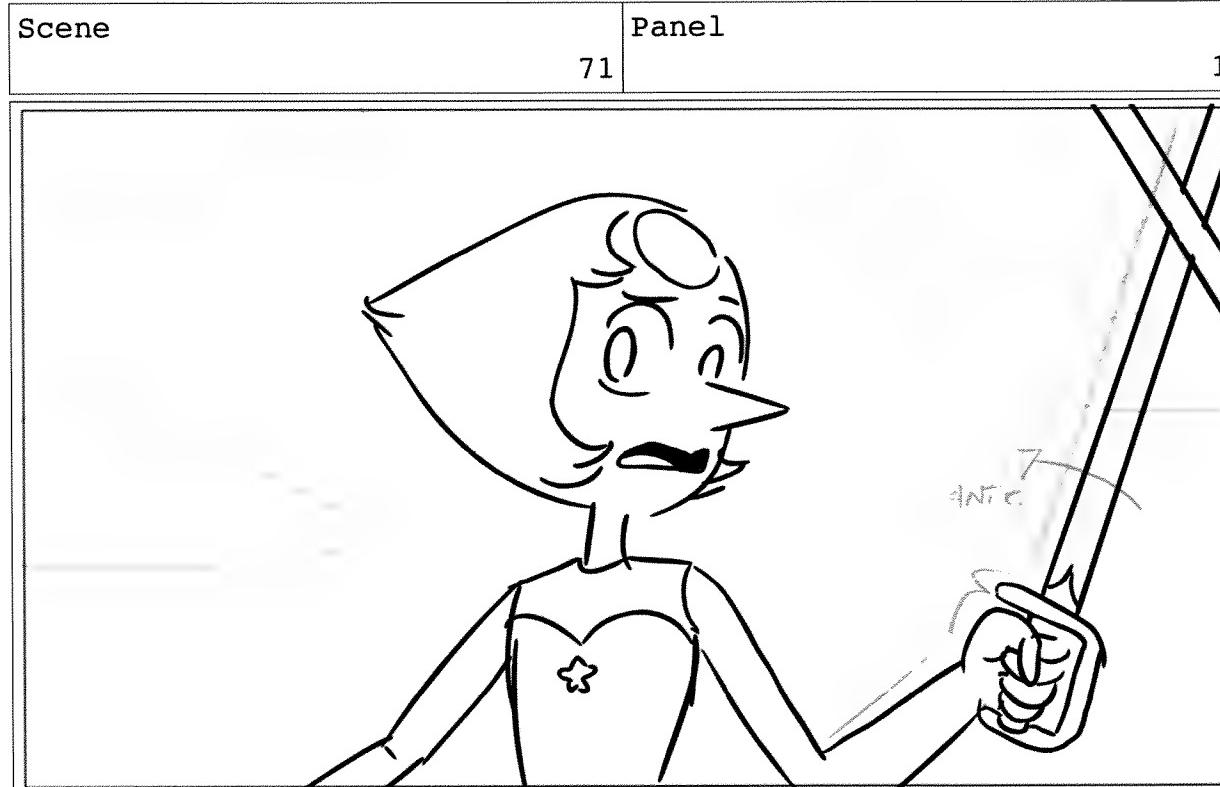
1020.013



Dialogue
STEVEN: ...Blade!

Slugging

1.00



Dialogue
PEARL: Steven -
HP (os): Parry...Parry...Thrust.

Action Notes

Pearl's hand is moving to counter Holo-Pearl O/S.

Slugging

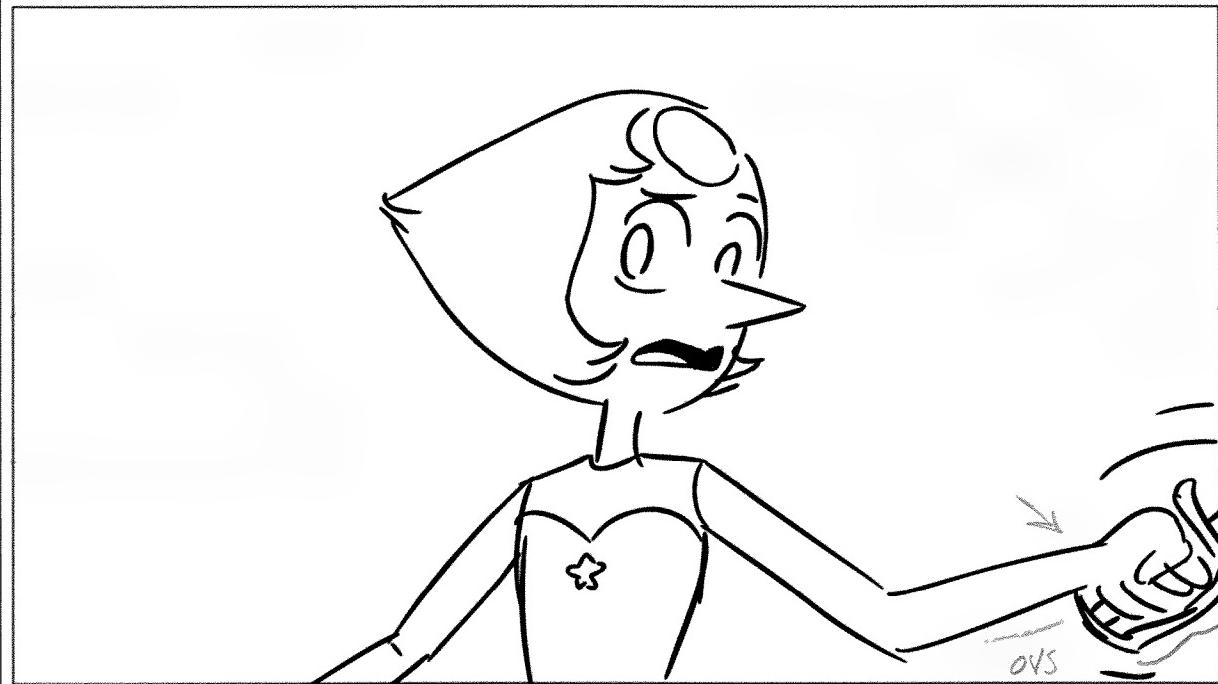
Panels 1 to 3 = 4.14

AUG 06 2013

1020.013



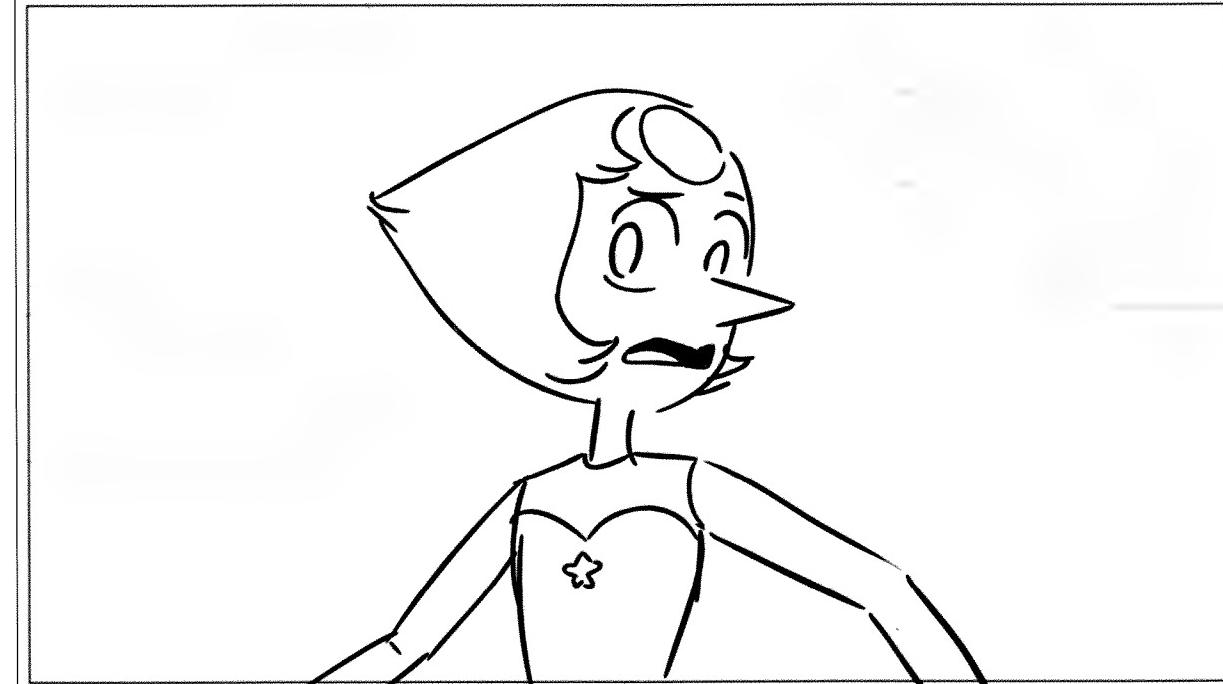
Scene 71 Panel **CONT** 2



Dialogue
PEARL: -you KNOW that's not a real -
HP (os): Parry...Parry...Thrust.

Action Notes
Pearl's hand is moving to counter Holo-Pearl O/S.

Scene 71 Panel **CONT** 3



Dialogue
PEARL: -sword technique!
HP (os): Parry...Parry...Thrust.

Action Notes
Pearl's hand is moving to counter Holo-Pearl O/S.

AUG 08 '01

1020.013

1020.013



Scene 72 Panel 1



1020 . 013

Dialogue

STEVEN (repeats): Boomerang blade-

Action Notes

Steven shakes his arms with excitement. A/B

Slugging

1.05

Scene 72 Panel 2



1020 . 013

Dialogue

STEVEN (repeats): - boomerang blade

Slugging

1.00

AUG 06 2013

1020 . 013



Scene

72 ~~cont~~

Panel

3



Dialogue

STEVEN (repeats): Boomerang blade-

Action Notes

Steven shakes his arms with excitement. A/B

Slugging

1.01

Scene

72 ~~cont~~

Panel

4



Dialogue

STEVEN (repeats): -boomerang blade

Slugging

0.15

AUG 06 2013

1020.013

1020.013



Scene 73 Panel 1



Scene 73 Panel 2



1020 - 013

Dialogue
STEVEN (os): -boomerang blade

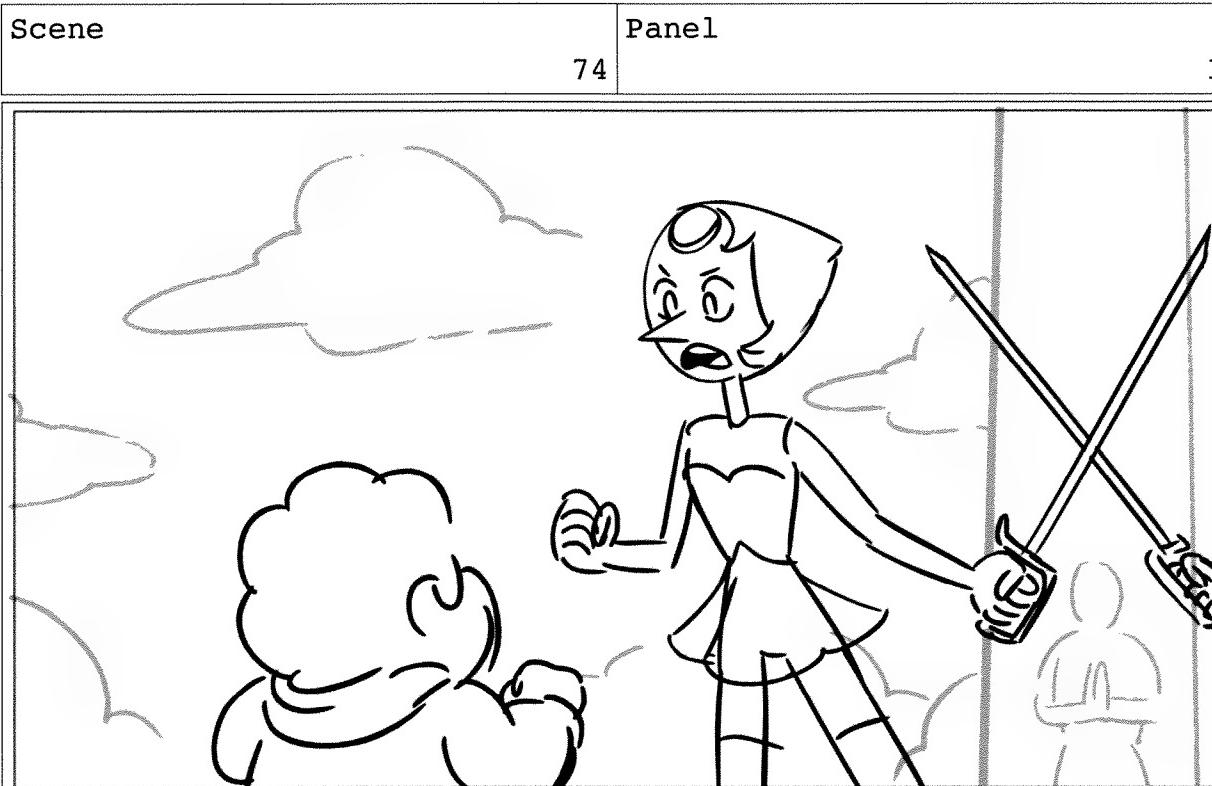
Slugging
Panels 1 + 2 = 2.01

Notes
Pearl is still engaged with HP

AUG 06 2013

1020.013

1020.013



1020 . 013

Dialogue

PEARL: Steven!

HP (os): Parry, Parry, Thrust.

Action Notes

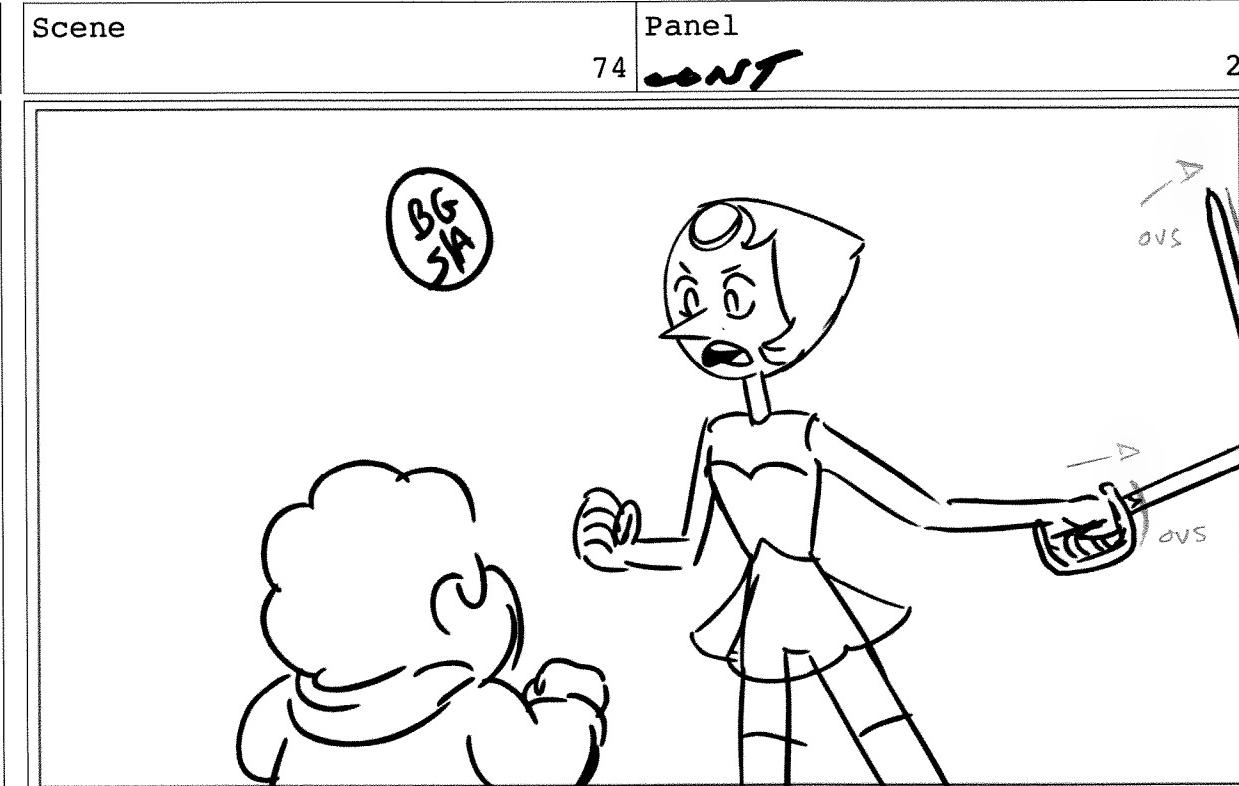
Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Slugging

Panels 1 to 3 = 3.14

Notes

H/U P to previous



1020 . 013

Dialogue

PEARL: These are real -

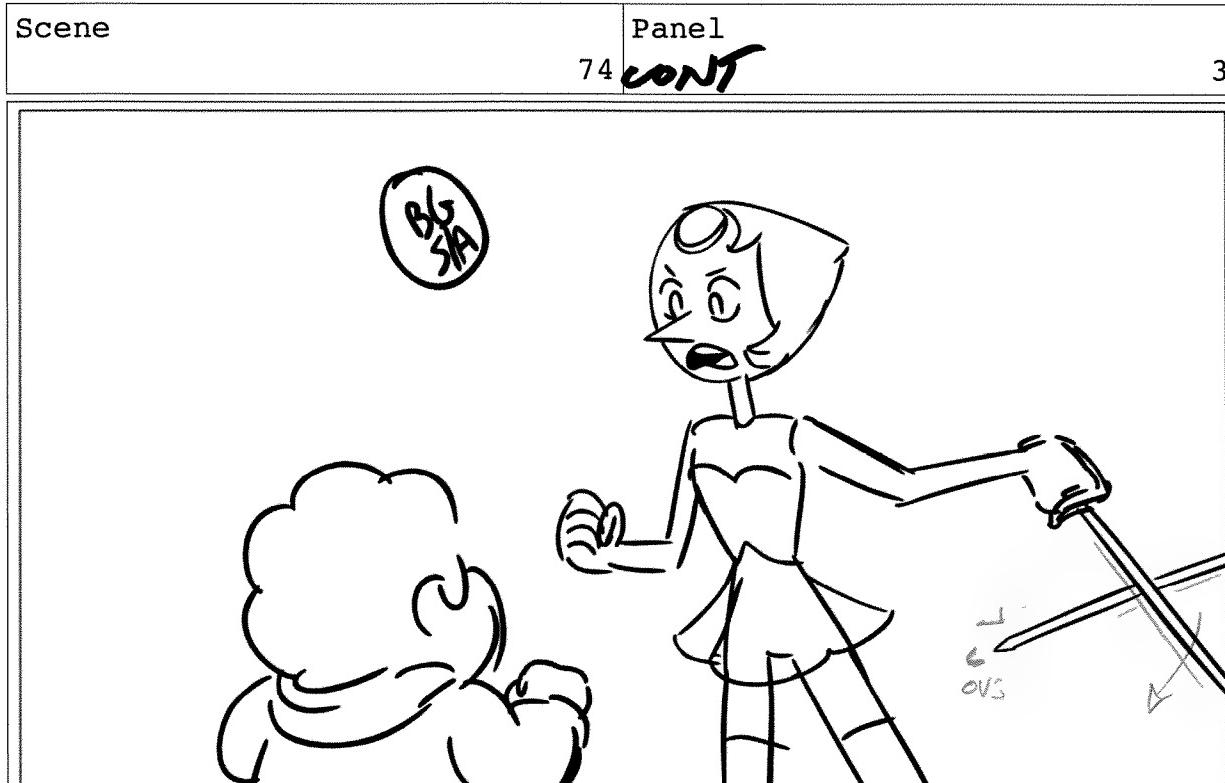
HP (os): Parry, Parry, Thrust.

Action Notes

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

AUG 06 2013

1020 . 013



Dialogue
PEARL: -sword techniques!
HP (os): Parry, Parry, Thrust.

Action Notes
Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"



Dialogue
PEARL: Not those -
HP (os): Parry, Parry, Thrust.

Action Notes
Pearl waves her fingers.
Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"
Slugging
Panels 4 to 6 = 3.04

AUG 06 2013

1020.013

1020.013

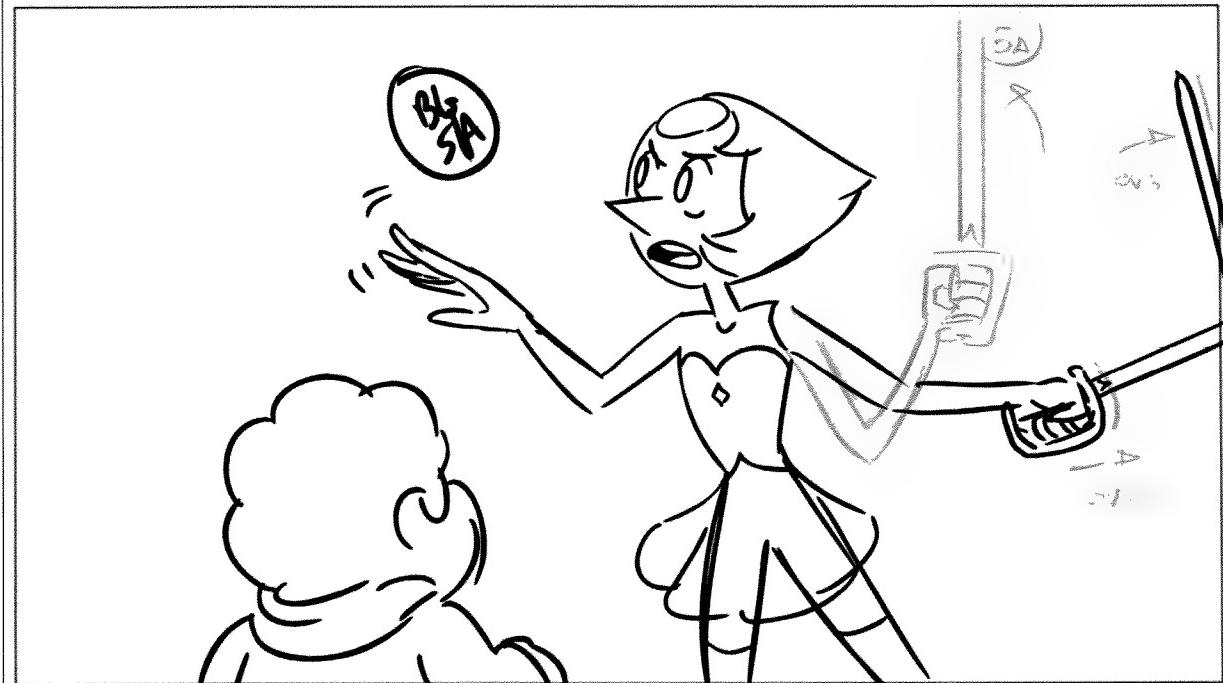


Scene

Panel

74 *cont*

5



1020.013

Dialogue

PEARL: -silly things -

HP (os): Parry, Parry, Thrust.

Action Notes

Pearl waves her fingers.

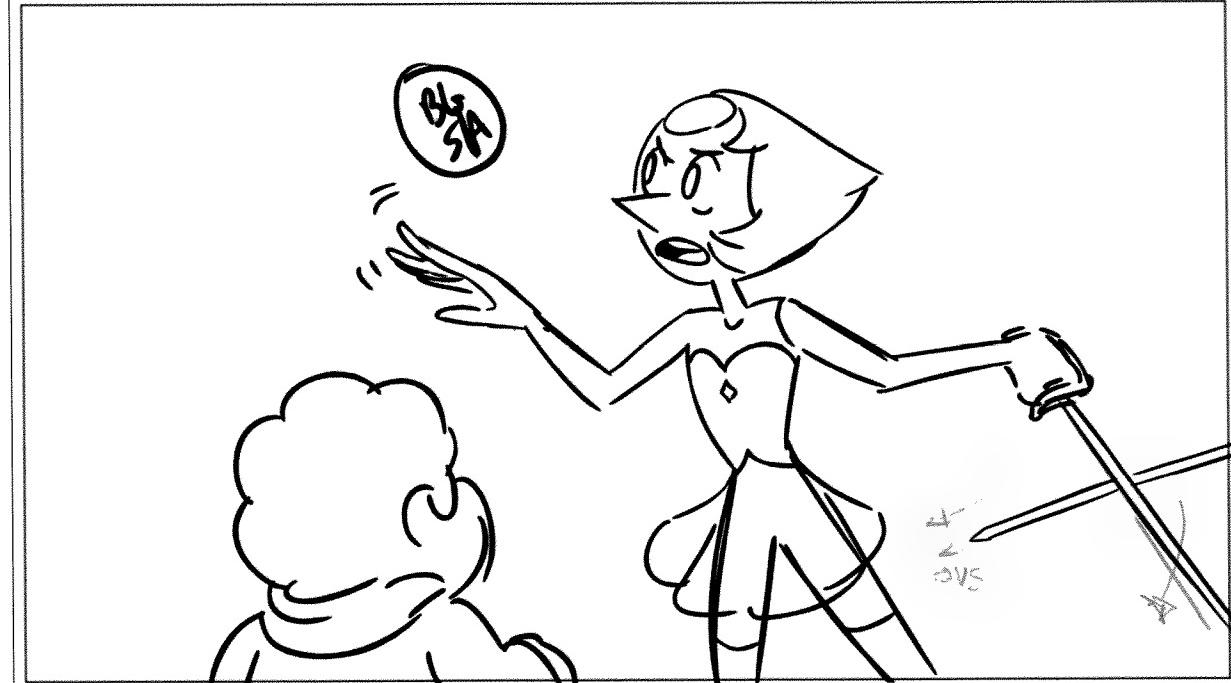
Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Scene

Panel

74 *cont*

6



1020.013

Dialogue

PEARL: -from your movies!

HP (os): Parry, Parry, Thrust.

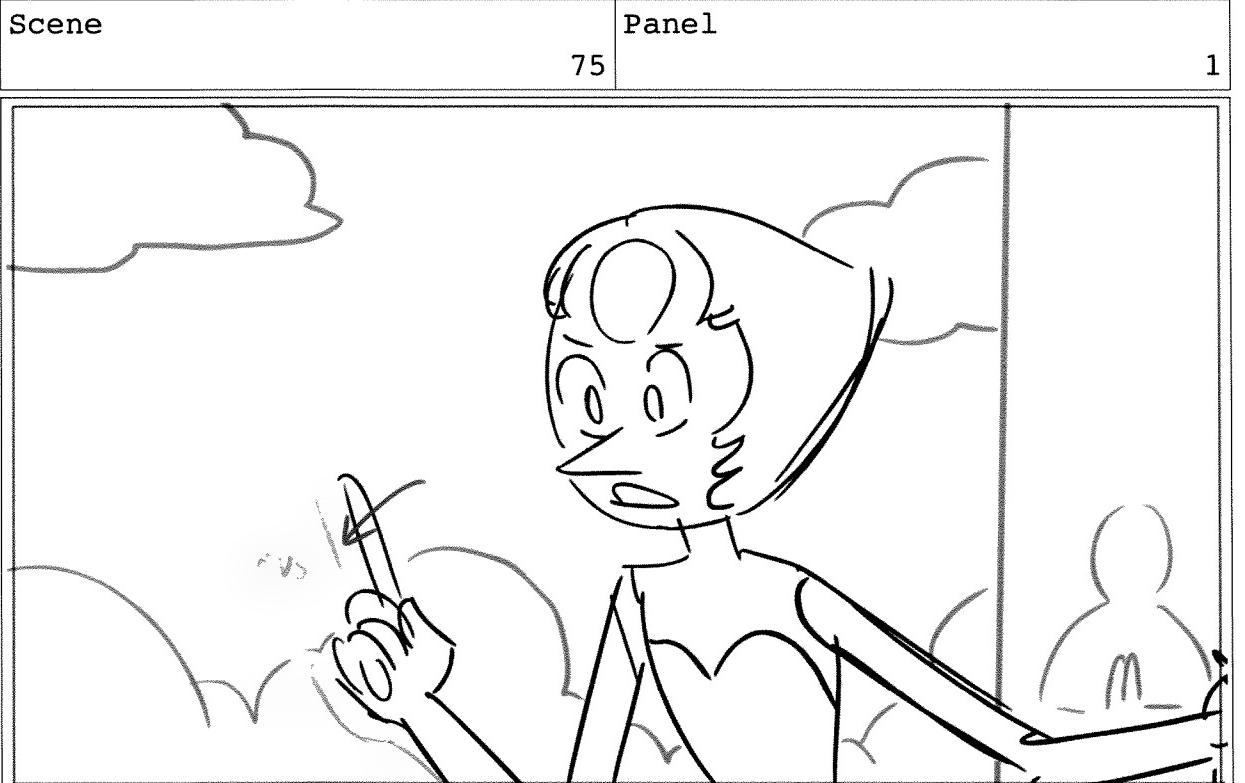
Action Notes

Pearl waves her fingers.

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

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1020.013



Dialogue
PEARL: Its about -

Action Notes

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Slugging

Panels 1 + 2 = 2.15

Notes

H/U P to previous



Dialogue
PEARL: -waiting carefully...

Action Notes

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Notes

H/U P to previous

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1020.013

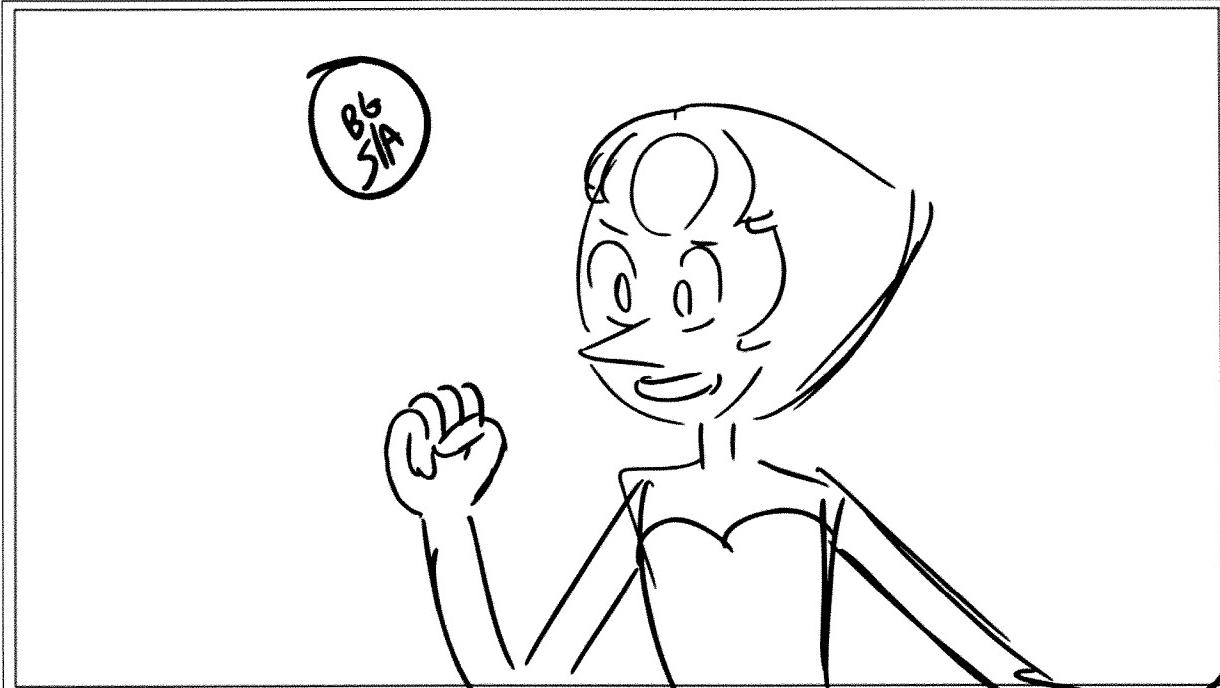


Scene

75

Panel
cont

3



1020 · 013

Dialogue

PEARL: ...for that -

HP (os): Parry, Parry...

Action Notes

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Slugging

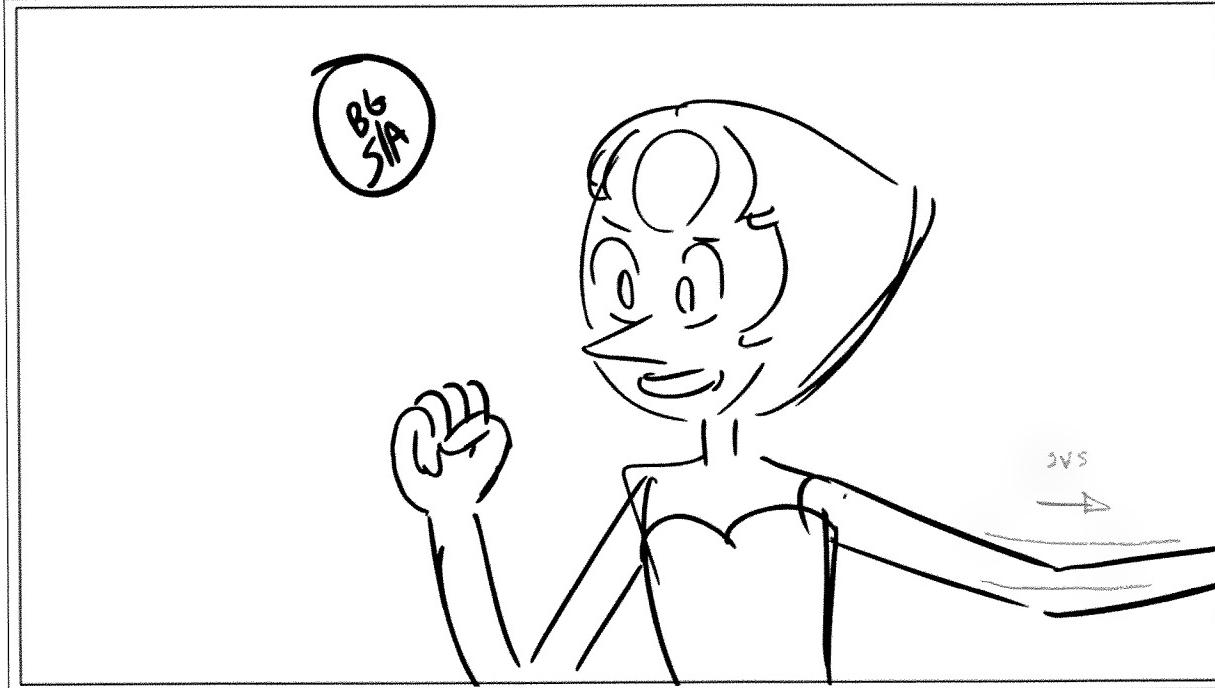
Panels 3 to 5 = 1.14

Scene

75

Panel
cont

4



1020 · 013

Dialogue

PEARL: -perfect moment -

HP (os): Parry, Parry...

Action Notes

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

AUG 06 2015

1020 · 013



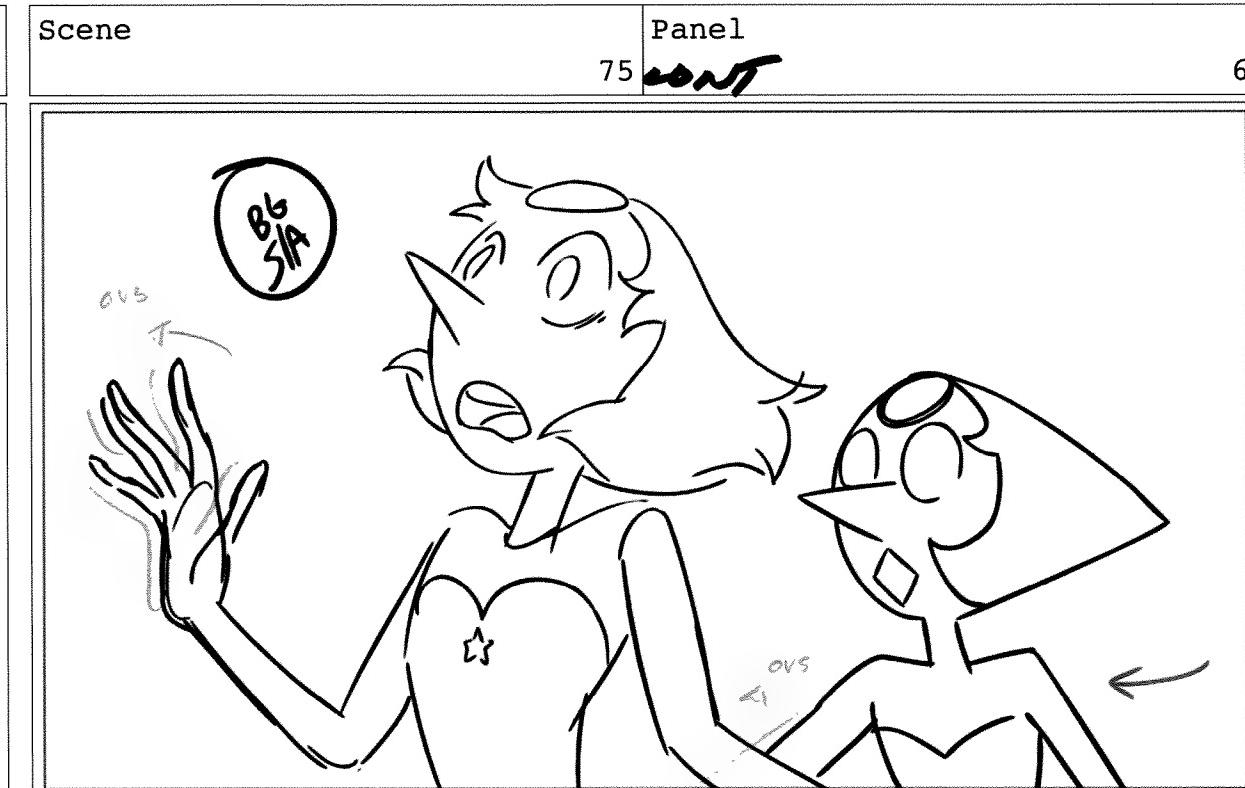
1020.013

Dialogue
PEARL: -to...

HP (os): Parry, Parry...

Action Notes

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"



1020.013

Dialogue
HP: Thrust.

Action Notes

Holo-Pearl IN - thrusts her sword into Pearl's back.

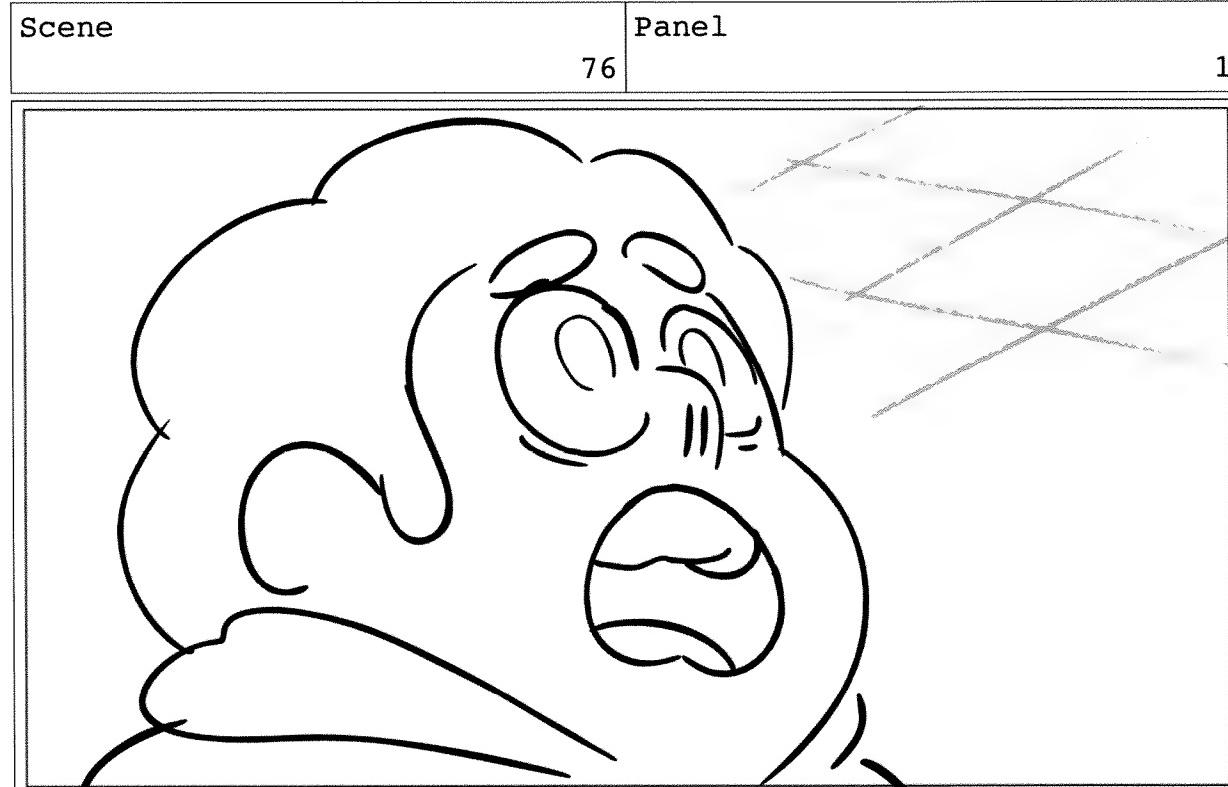
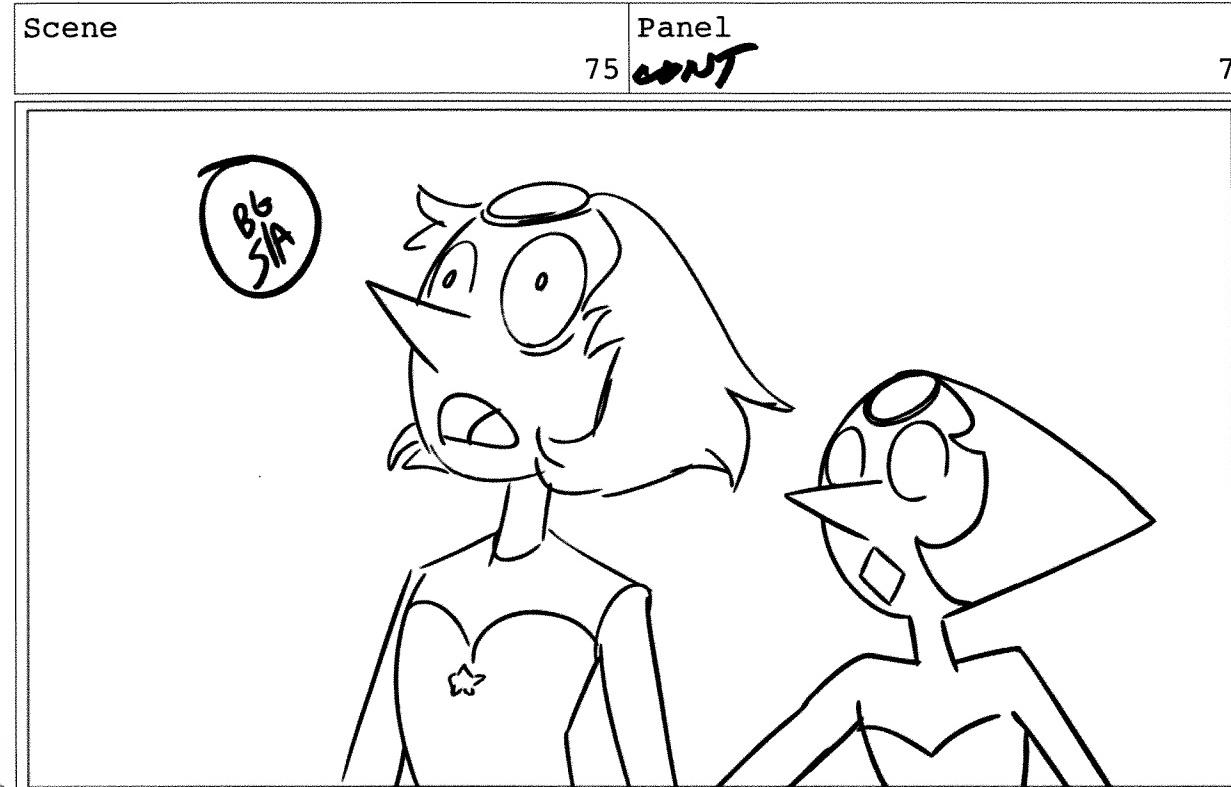
Pearl is pushed forward.

Slugging

1.01

AUG 06 2013

1020.013





Dialogue
STEVEN: GASP!

Slugging
1.04



Slugging
0.04

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1020.013

1020.013



Scene 77 Panel **cont** 2



Dialogue
AMETHYST: WHOAH!

Action Notes
Camera pulls OUT.

Slugging
ADJ: 0.05
Then HOLD: 0.13

Scene 77 Panel **cont** 3



Dialogue
GARNET: Oh no.

Action Notes
Garnet IN.

Slugging
1.13

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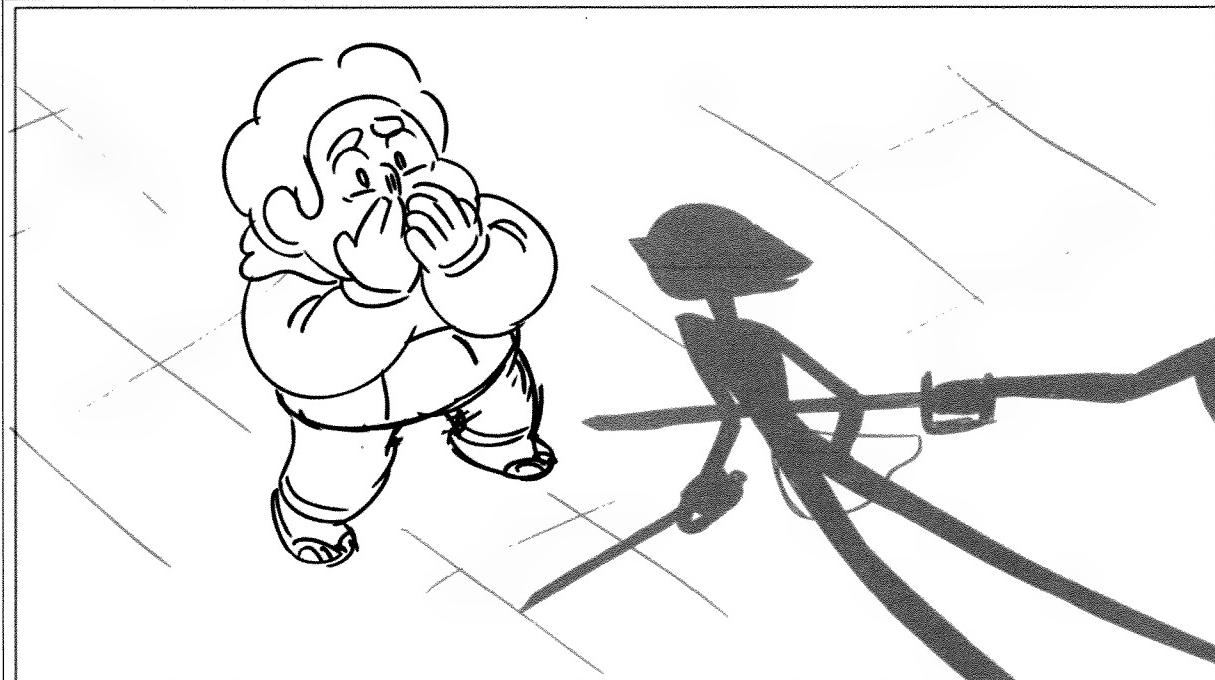
1020.013

1020.013

1020.013



Scene 78 Panel 1



1020 . 013

Scene 78 Panel 2
cont



2

Slugging
1.07

Slugging
0.06

AUG 06 2013

1020 . 013



Action Notes
Steven's head follows the sword dropping O/S.

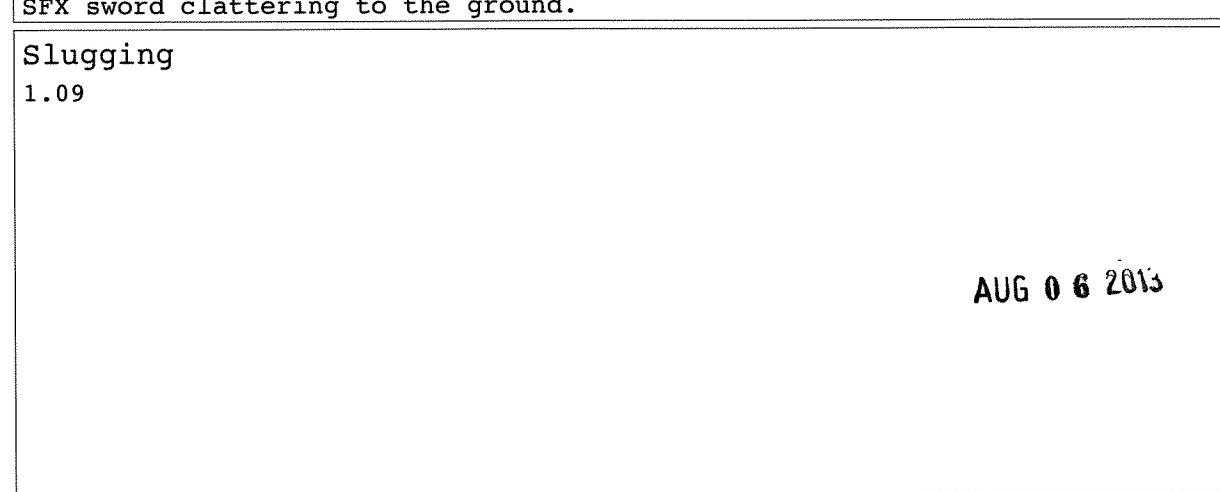
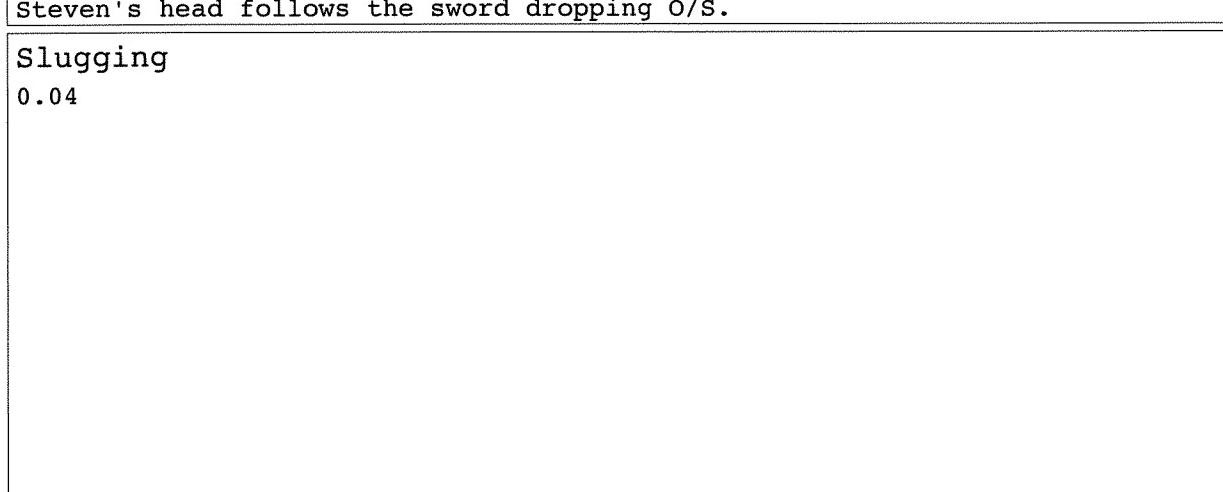
Slugging
0.04



Dialogue
SFX sword clattering to the ground.

Slugging
1.09

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1020.013

1020.013

1020.013



Scene

78

Panel
CONT

5



1020.013

Dialogue

STEVEN: Peeaarrrl?

Slugging

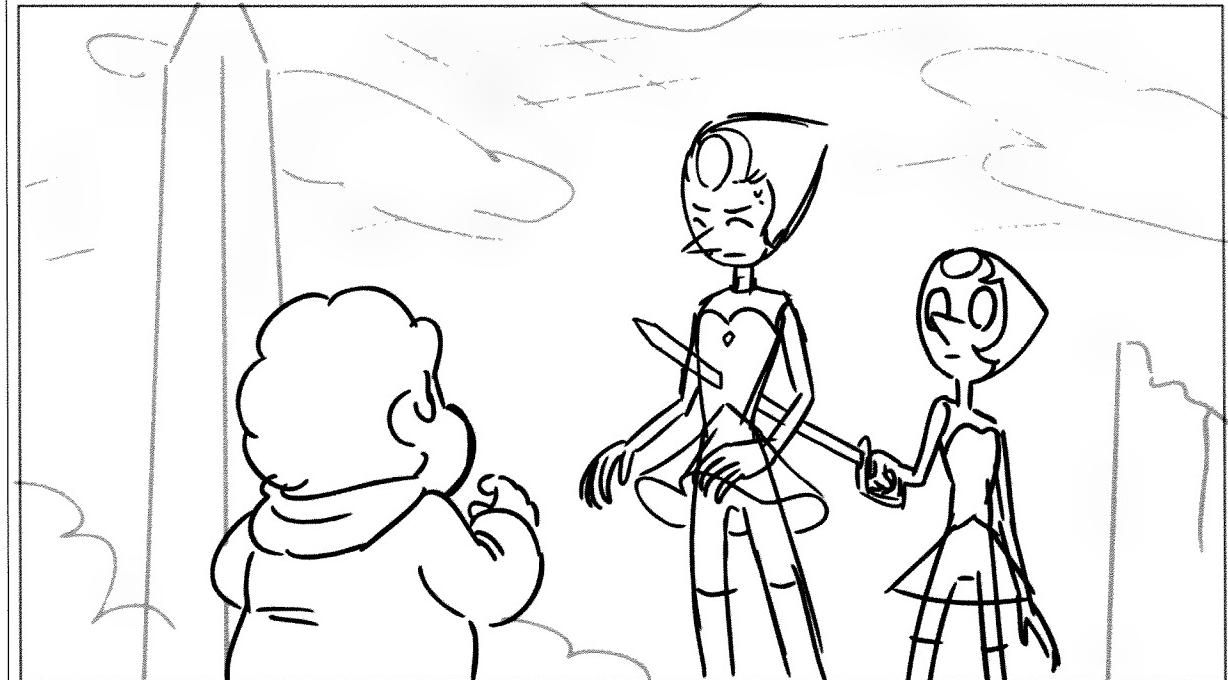
1.05

Scene

79

Panel

1



1020.013

Dialogue

PEARL: uuuuggghhh

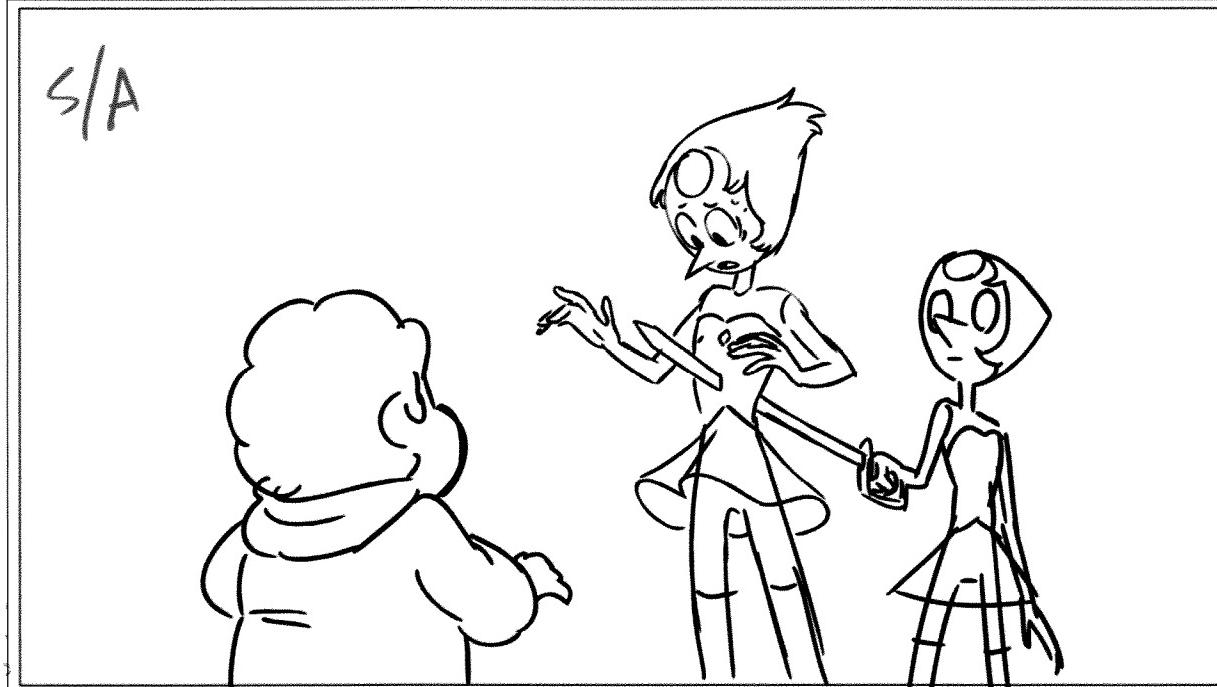
Slugging

0.04

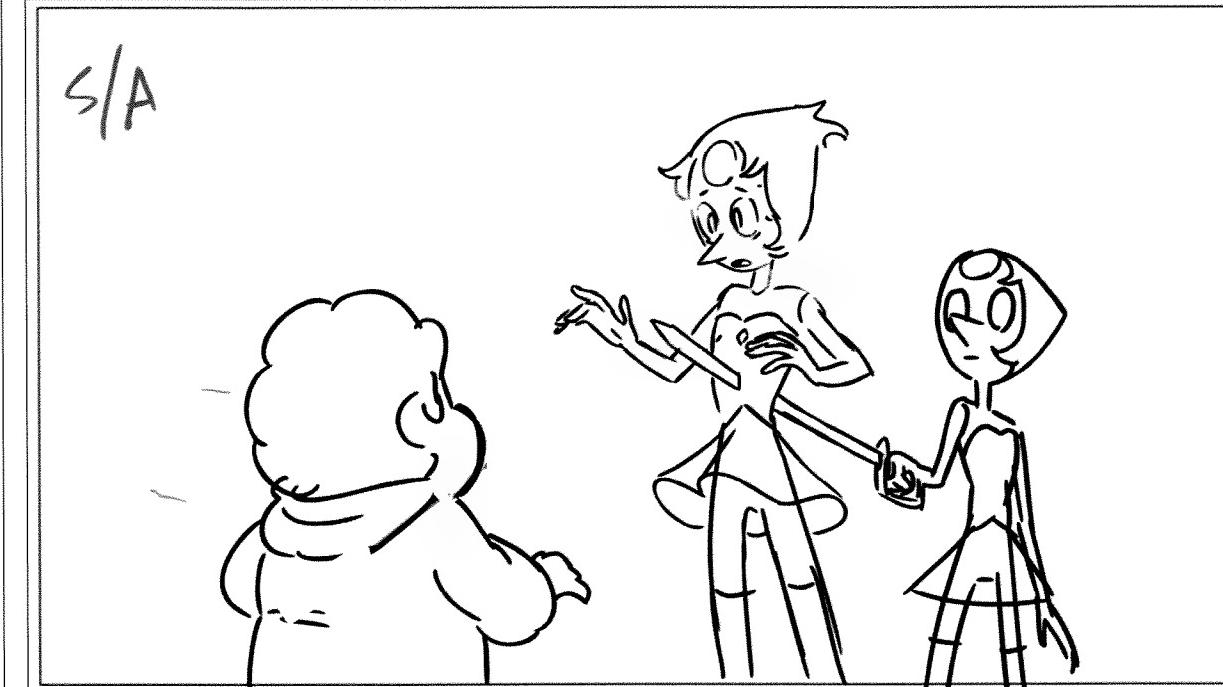
AUG 06 2013

1020.013

Scene 79 Panel **CONT** 2



Scene 79 Panel **CONT** 3



Slugging
0.12

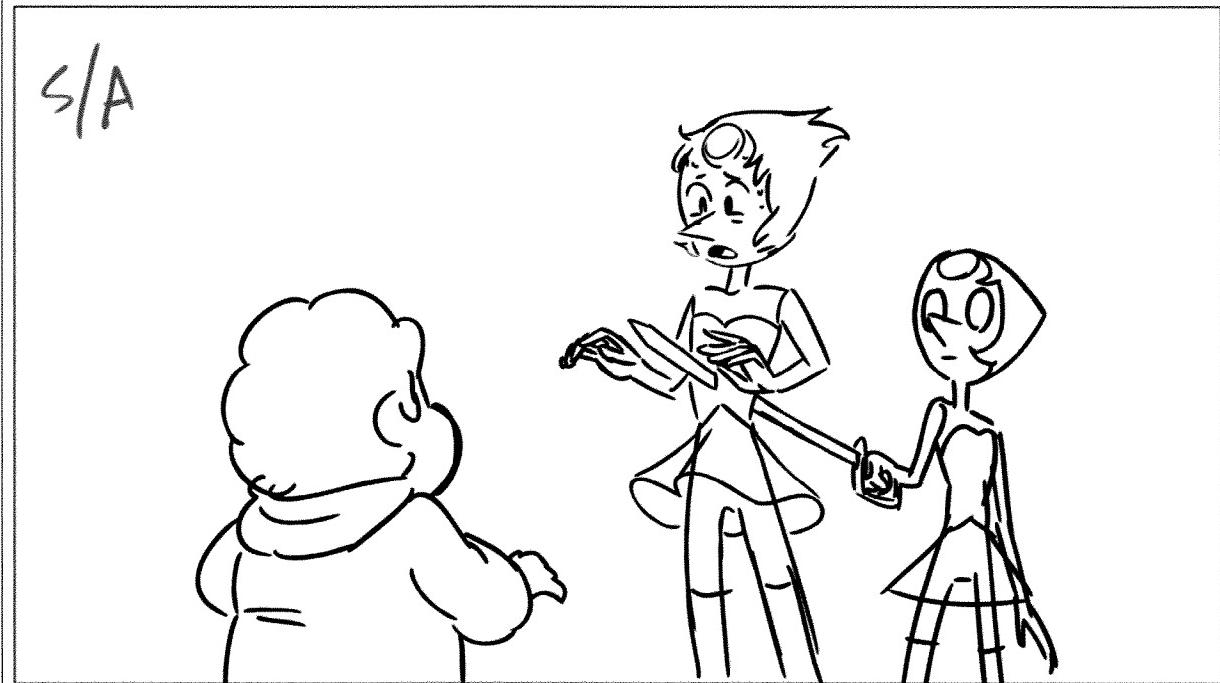
Dialogue
PEARL: um...
Slugging
0.04

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1020.013

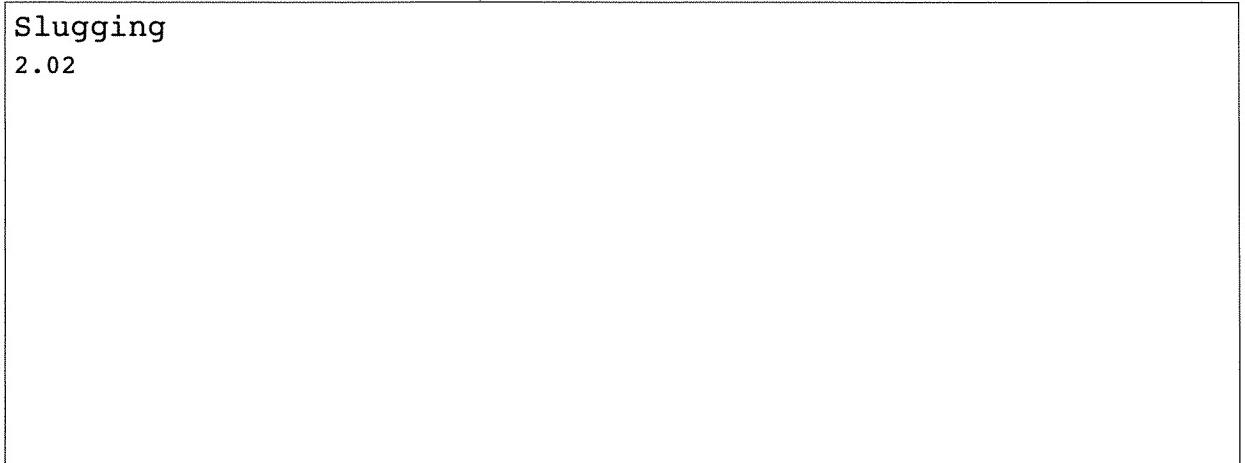


Scene 79 Panel **CONT** 4

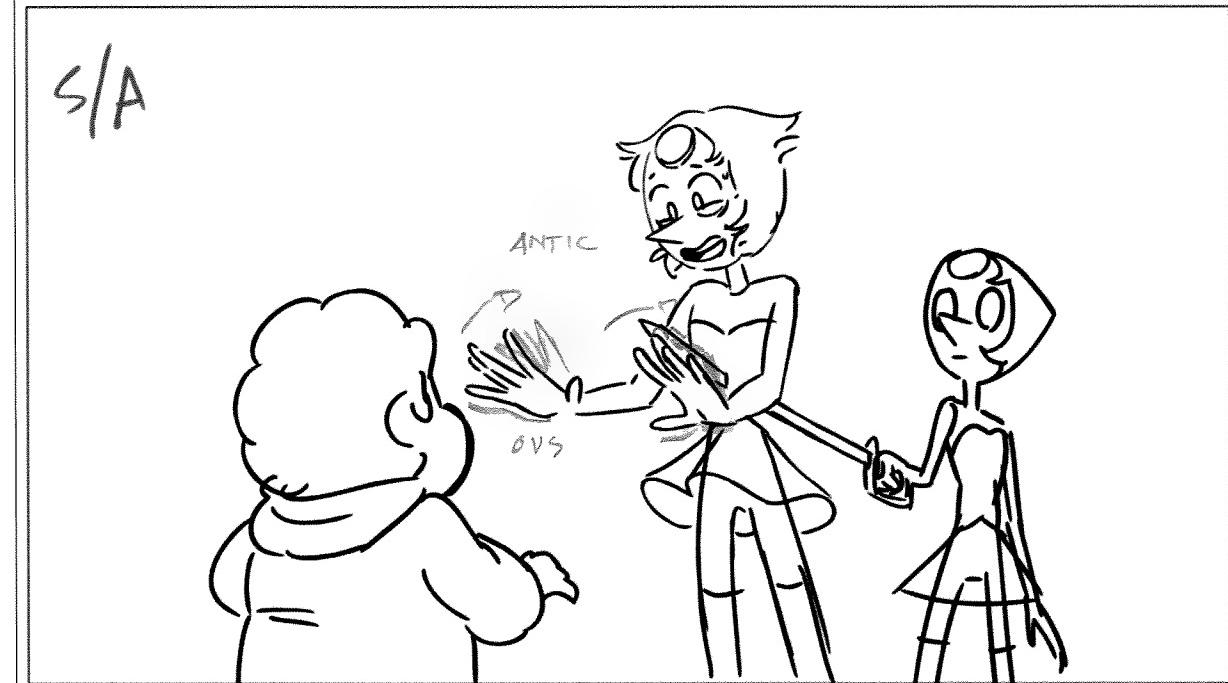


1020 . 013

Dialogue
PEARL: whoopsie daisy...

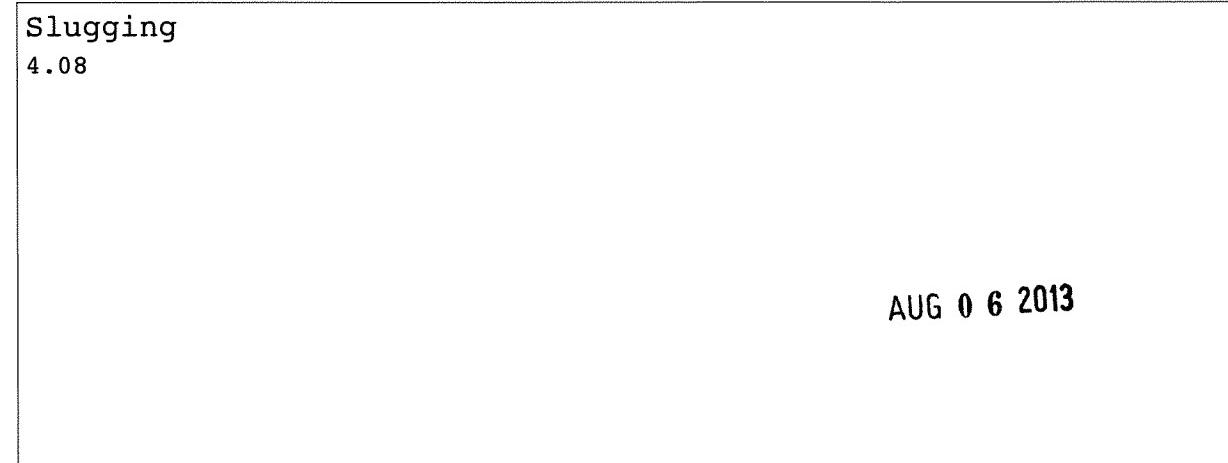


Scene 79 Panel **CONT** 5



1020 . 013

Dialogue
PEARL: Steven its okay. I'm gonna be just...

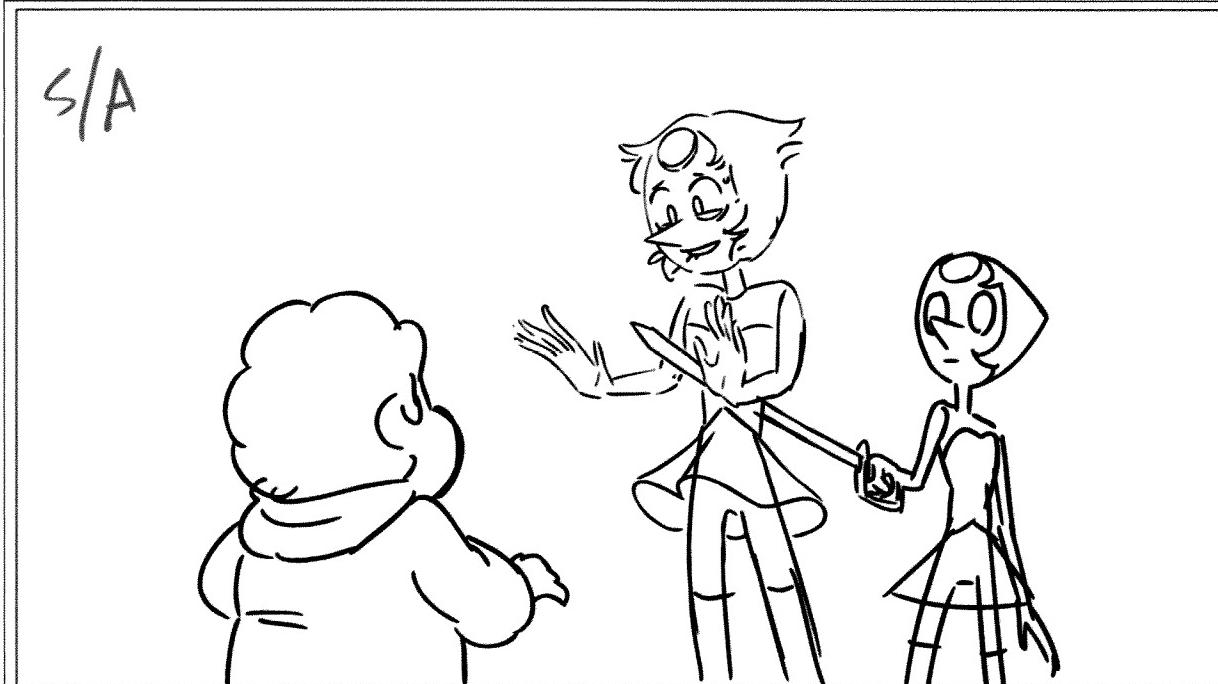


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1020 . 013



Scene 79 Panel **CONT** 6



1020 . 013

Dialogue
PEARL: ...fi...

Slugging
0.03

Scene 79 Panel **CONT** 7



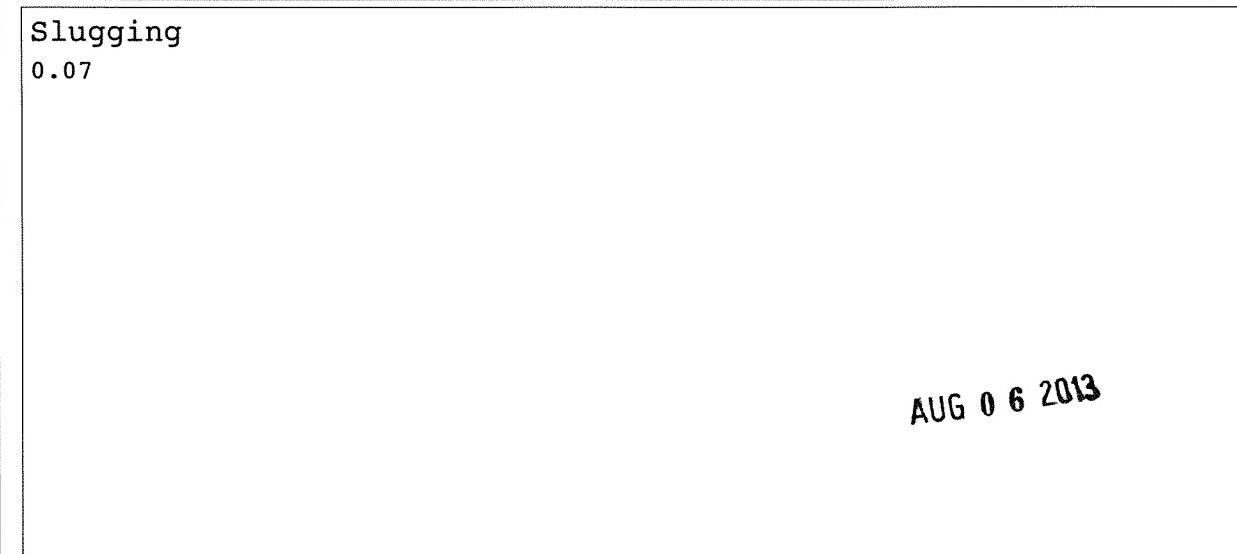
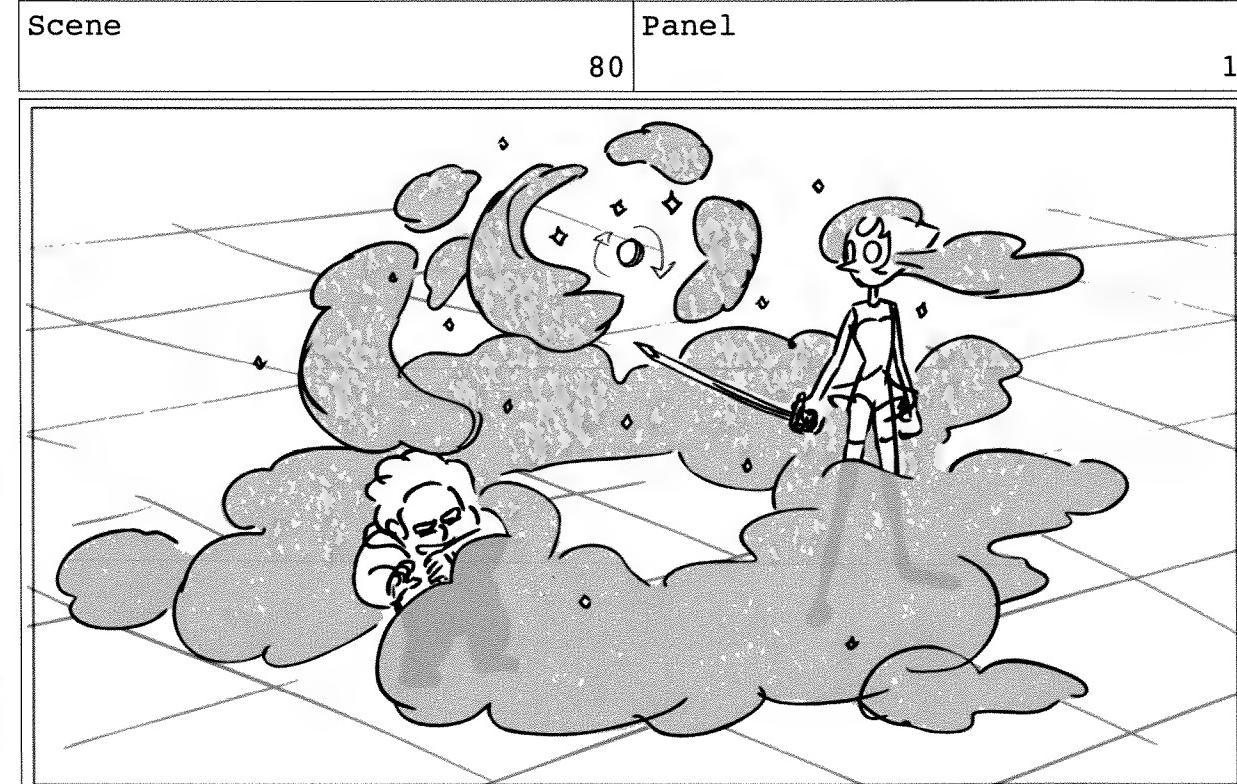
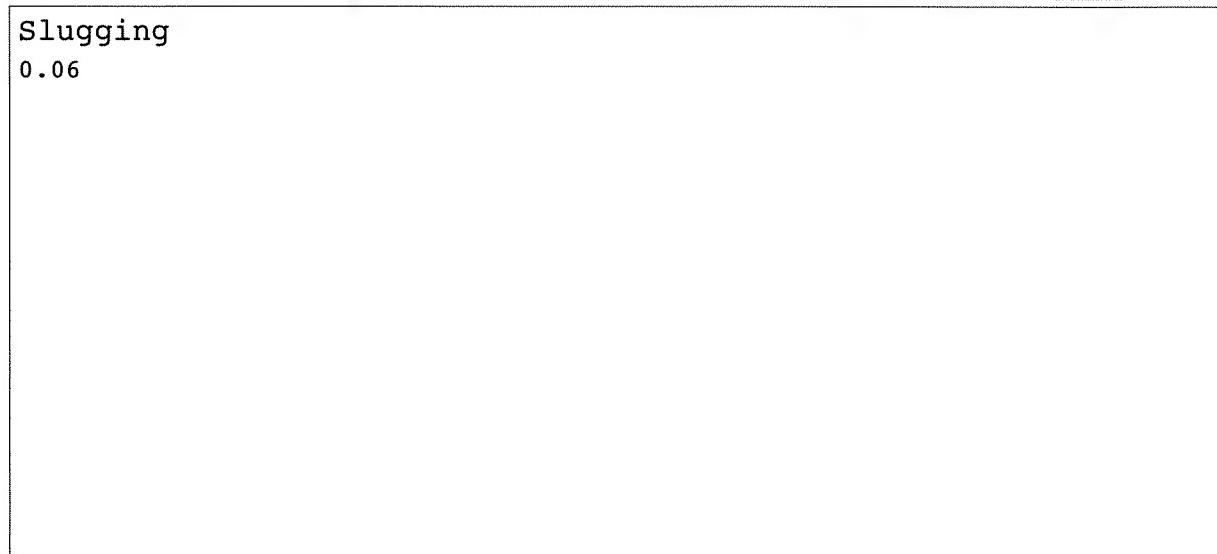
1020 . 013

Dialogue
SFX: *POOF!*

Slugging
0.04

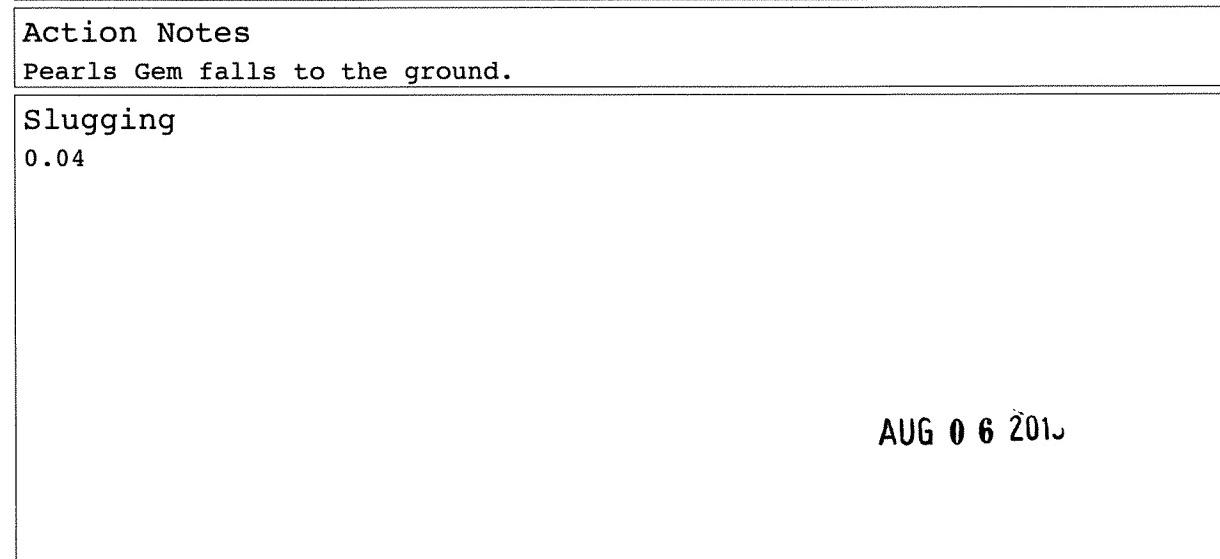
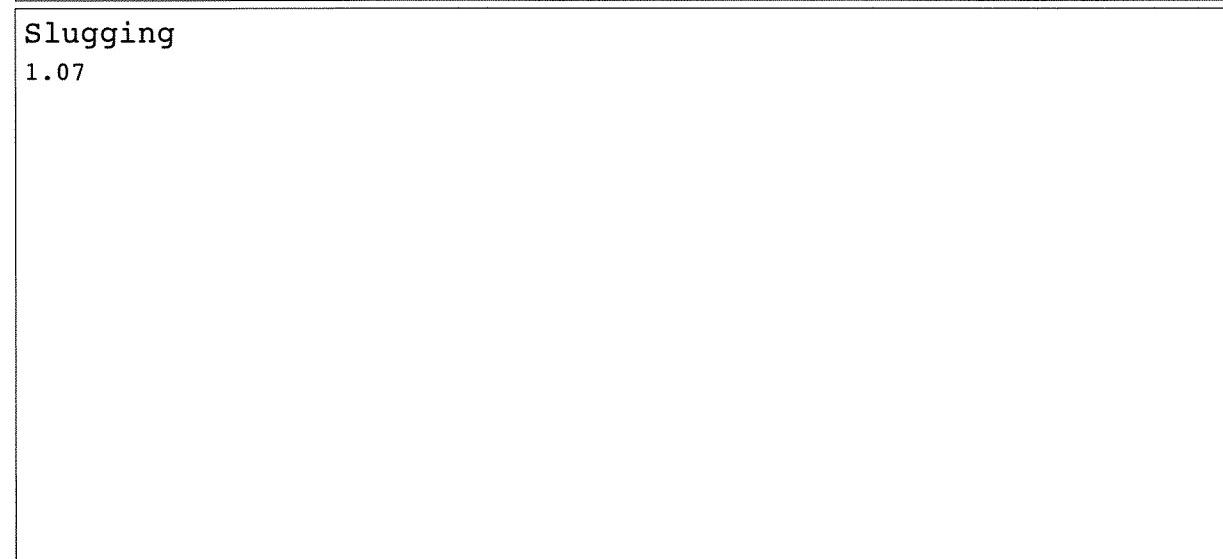
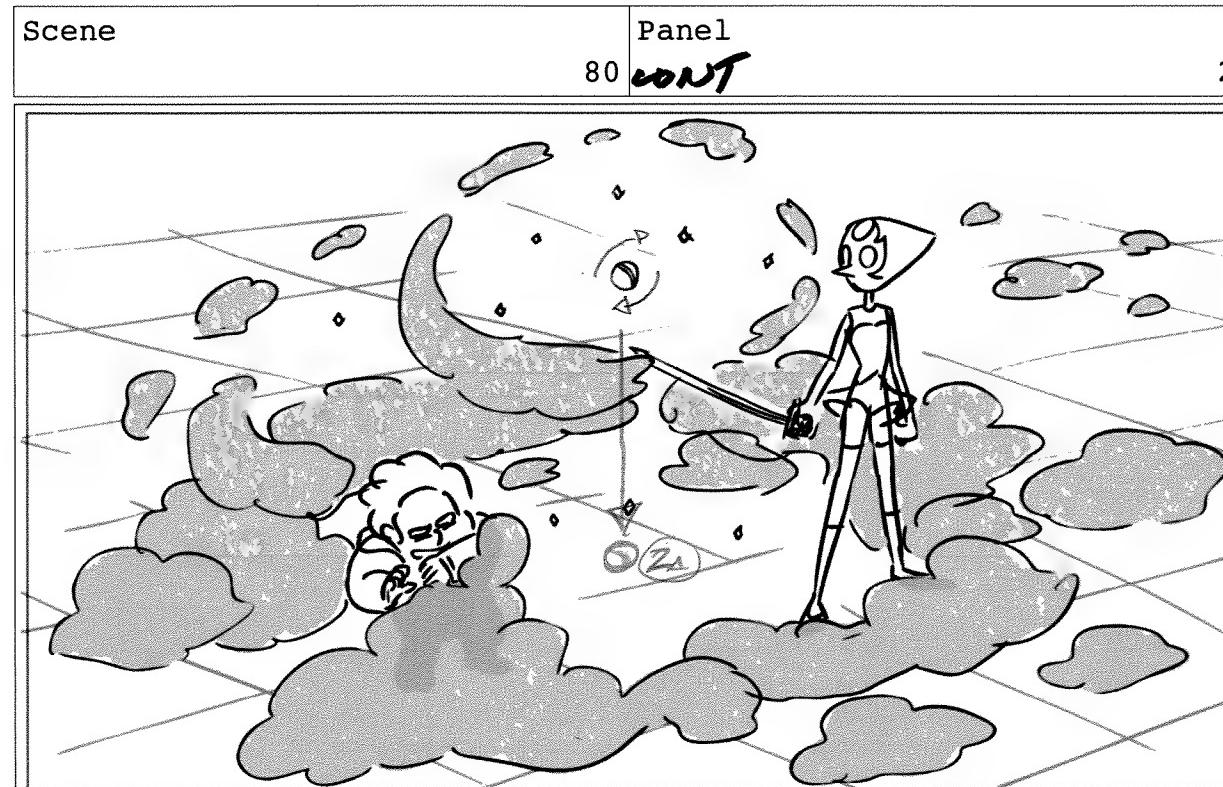
AUG 06 2013

1020 . 013



1020.013

1020.013



1020.013

1020.013

1020.013



Dialogue
SFX: *Pearl hitting ground*

Action Notes
Pearls Gem bounces off the ground.

Slugging
1.00



Dialogue
STEVEN: NOOOOOOO!

Slugging
0.13

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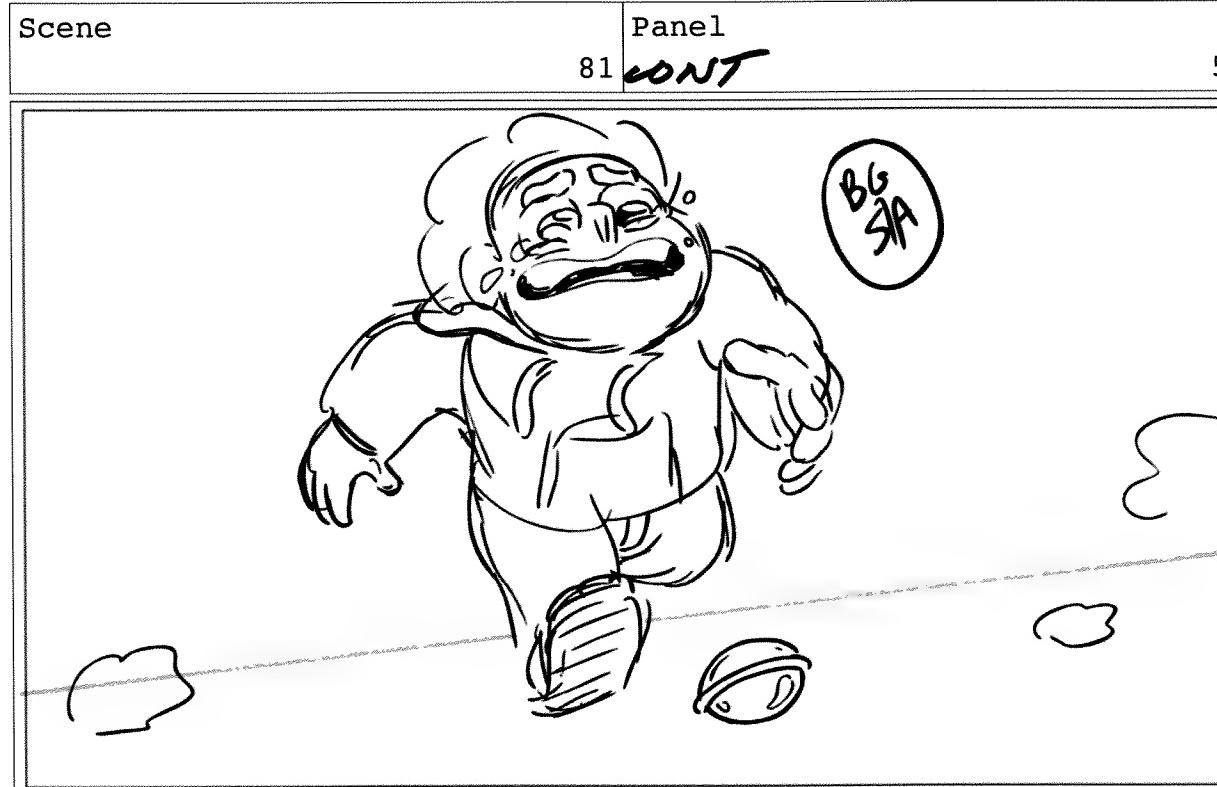
1020 - 013



Dialogue
STEVEN: NOOOOOOO!

Action Notes
Dust clears.

Slugging
0.11



Dialogue
STEVEN: NOOOOOOO!

Slugging
0.12

AUG 06 2013

1020 . 013



Scene 81 Panel **cont** 6



1020.013

Action Notes

Steven drops to his knees and slide forward on his momentum.

Slugging

1.01

Scene 81 Panel **cont** 7



1020.013

Action Notes

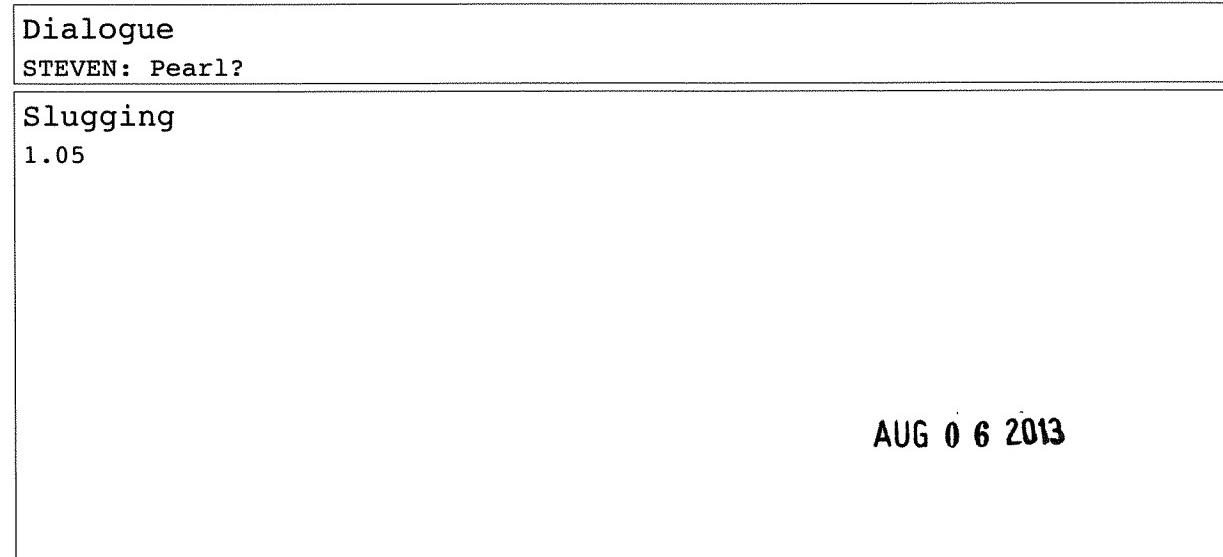
Big miyazaki tears.

Slugging

0.14

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1020.013

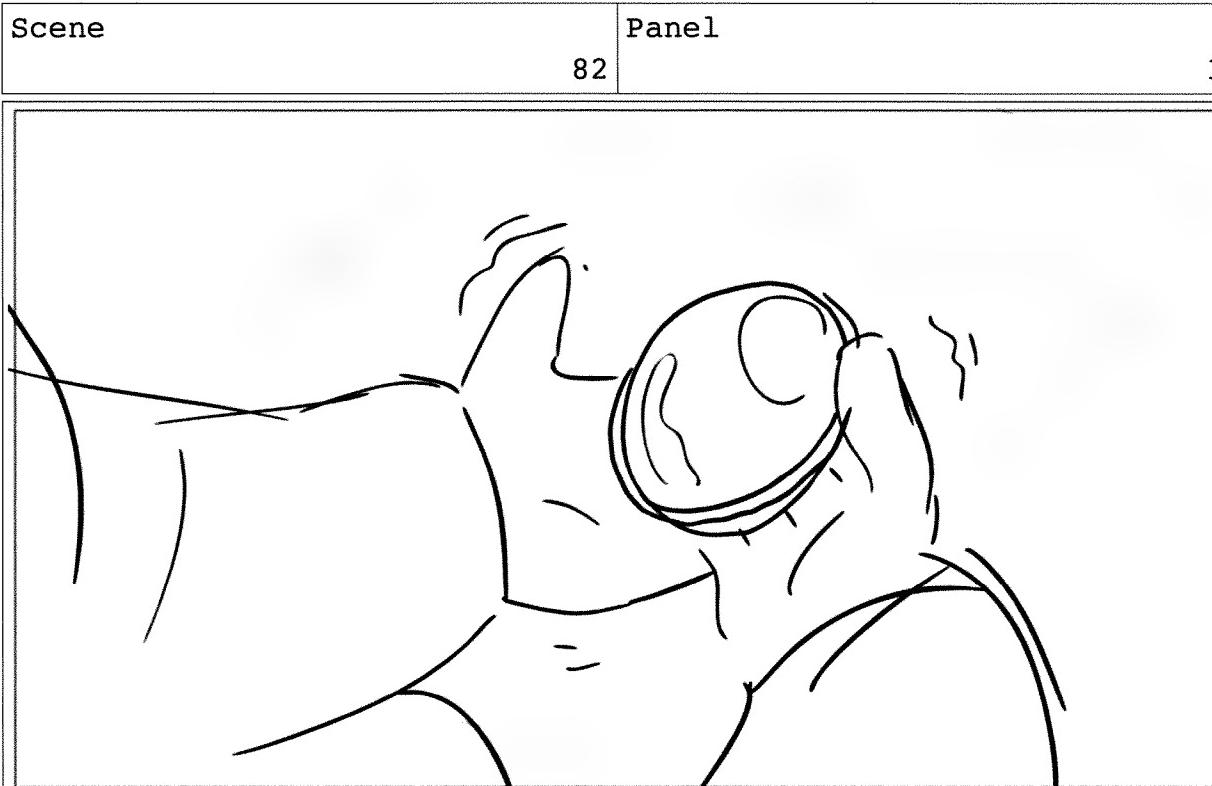


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1020.013

1020.013

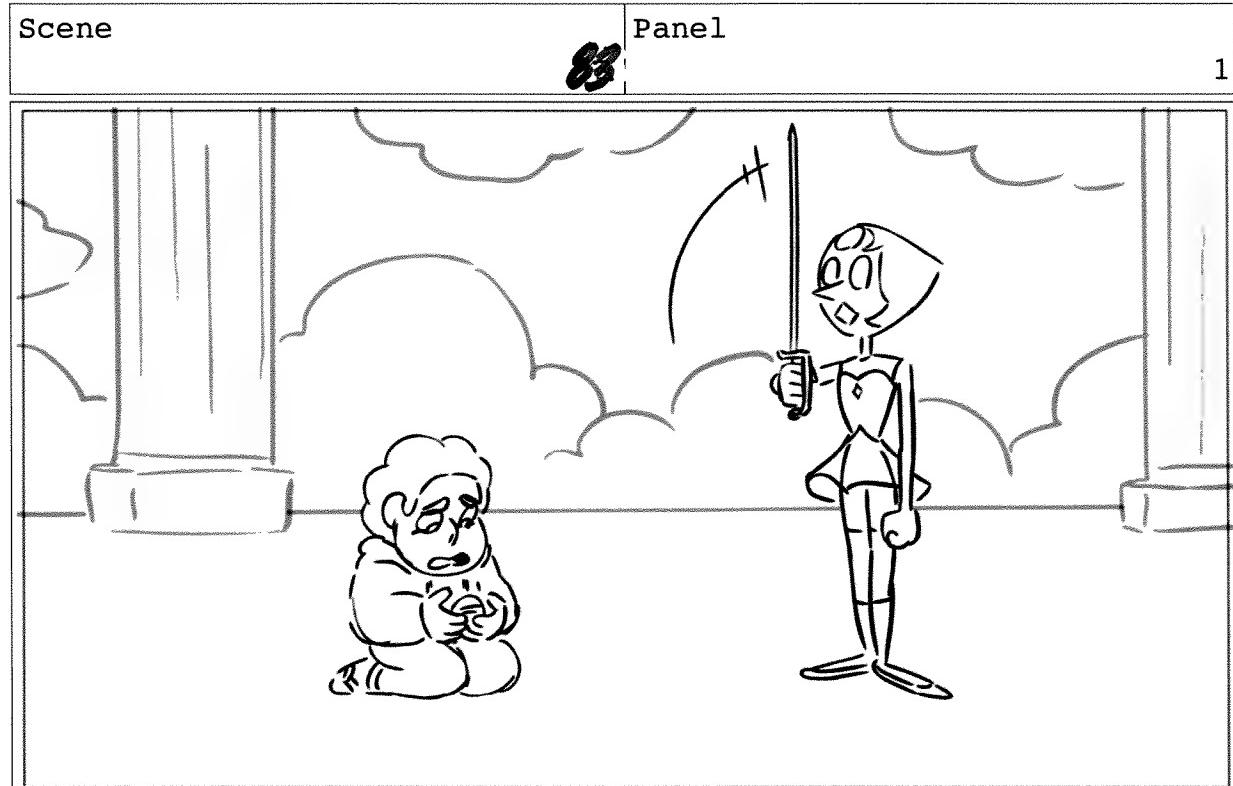
1020.013



Dialogue
STEVEN: PEARL!

Action Notes
Steven's hands are trembling.

Slugging
2.07



Dialogue
HP: Challenger Defeated.

Action Notes
Holo-Pearl pulls her sword up.

Slugging
2.02

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1020.013

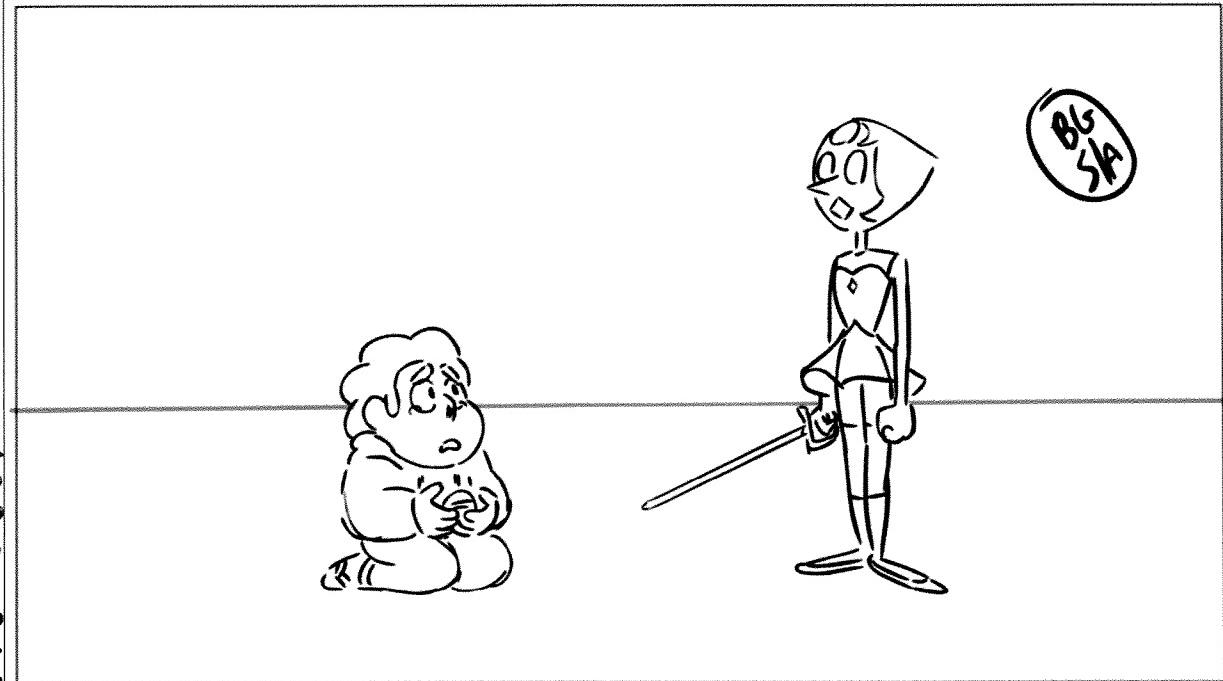


Scene

Panel

83 CONT

2



Dialogue

HP: Level One Failed.

Action Notes

Steven looks at Holo-Pearl.

Slugging

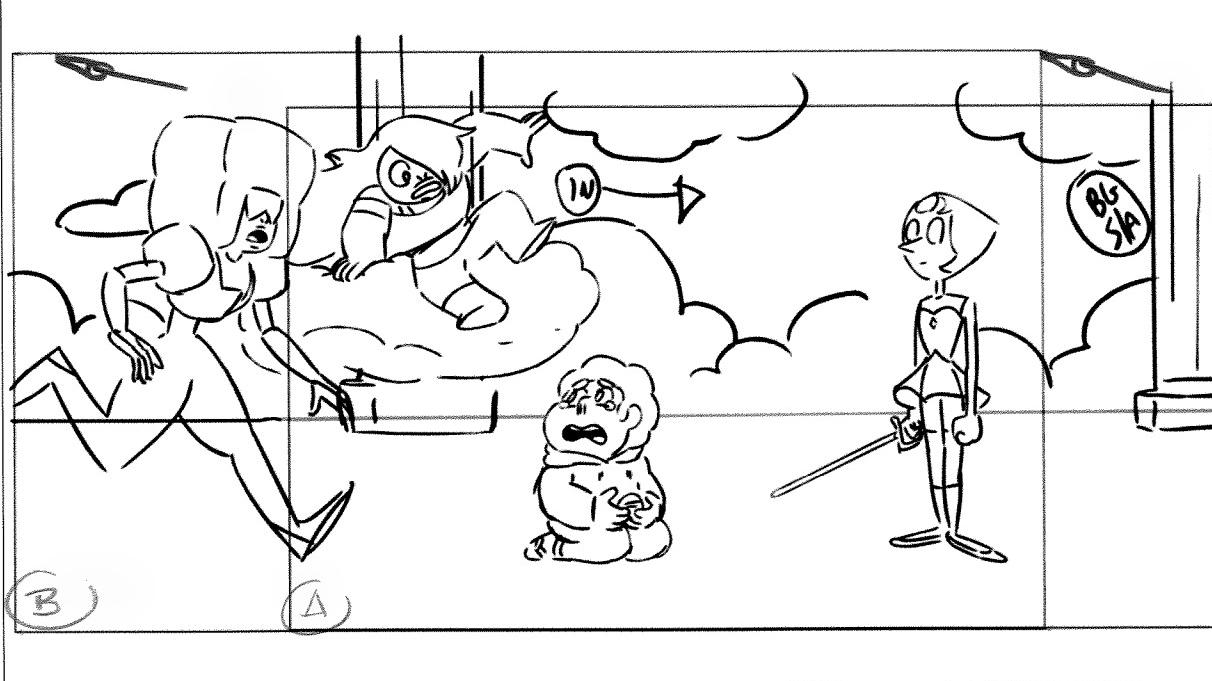
2.08

Scene

Panel

83 CONT

3



Dialogue

GARNET + AMETHYST: Steven!

Action Notes

Garnet and Pearl enter.

Camera ADJ NW- pulls OUT.

Slugging

ADJ: 0.05

Then HOLD: 1.01

AUG 06 2013

1020.013

1020.013



Scene

Panel
83 CONT

4



1020.013

Dialogue

STEVEN: I.. I was just...

Action Notes

Amethyst hops off her cloud.

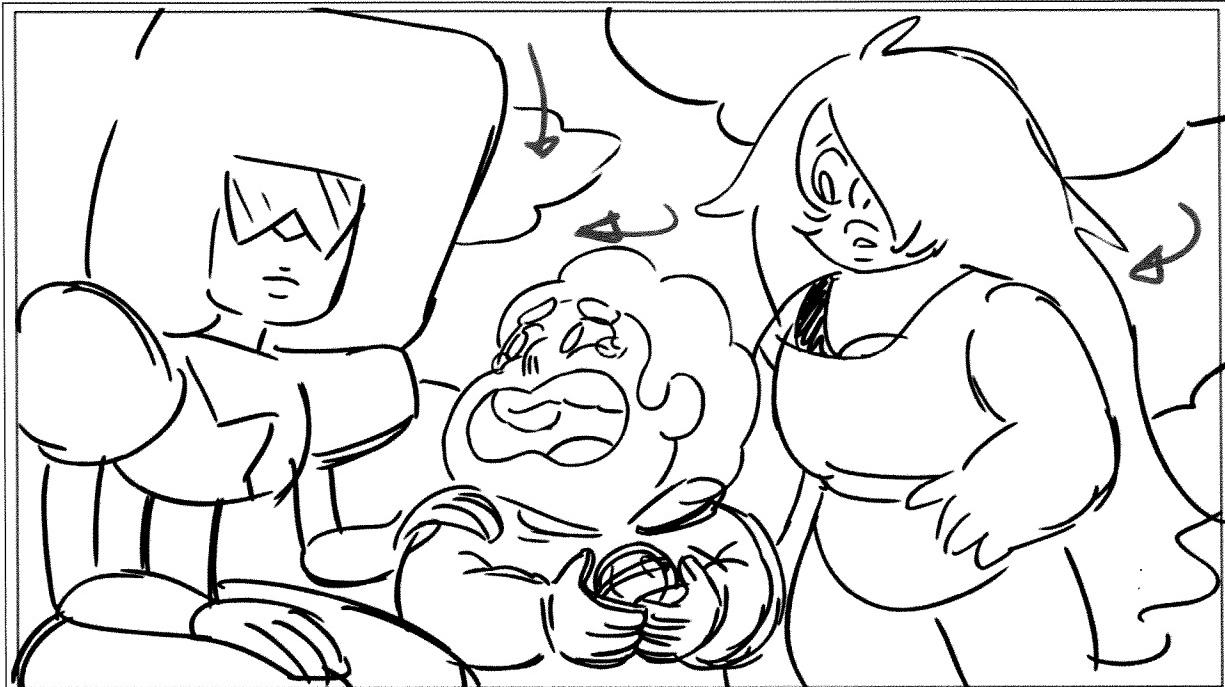
Slugging

3.04

Scene

Panel
84

1



1020.013

Dialogue

STEVEN: and...and she was trying to...

Slugging

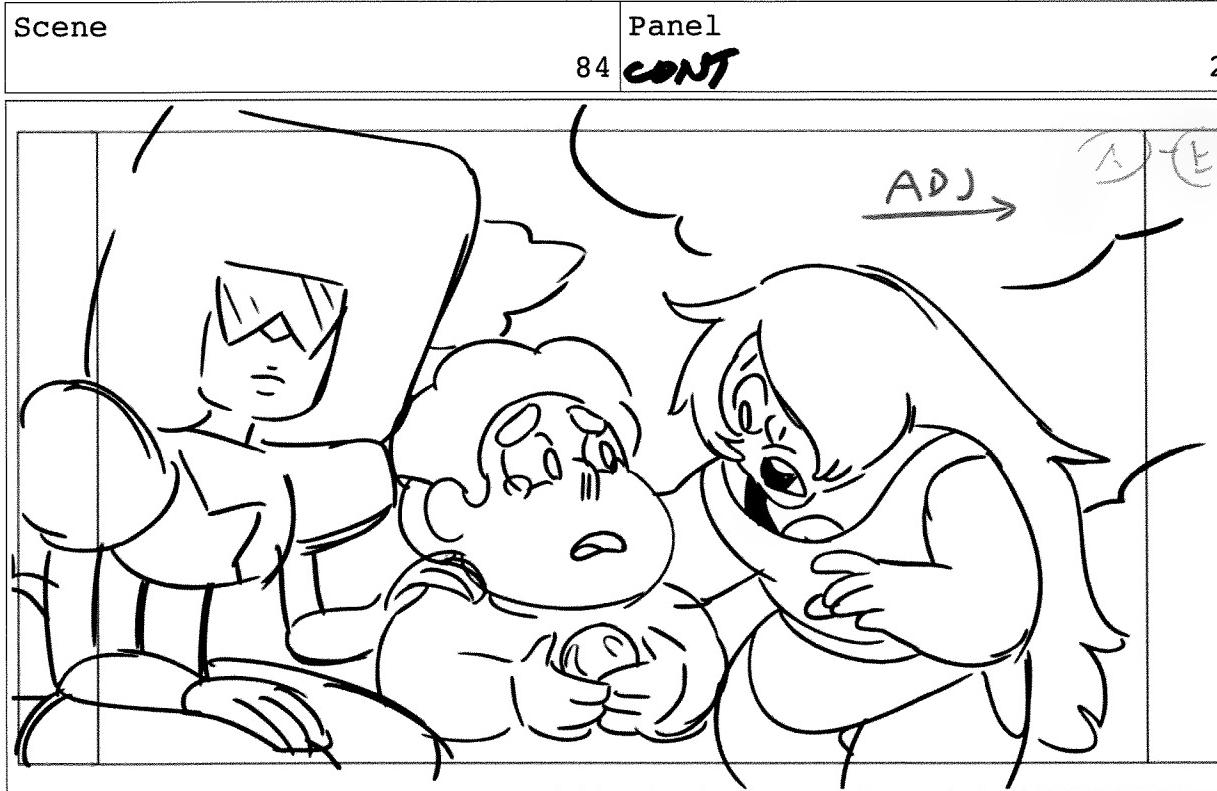
2.15

Notes

H.U. ALL to previous scene.

AUG 08 2013

1020.013



Dialogue
AMETHYST: Steven its okay...

Action Notes
Camera ADJ East.

Slugging
ADJ: 0.05
Then HOLD: 1.05



Dialogue
AMETHYST: Pearl's gonna be just fine.

Slugging
2.06

AUG 06 2013

1020.013

1020.013

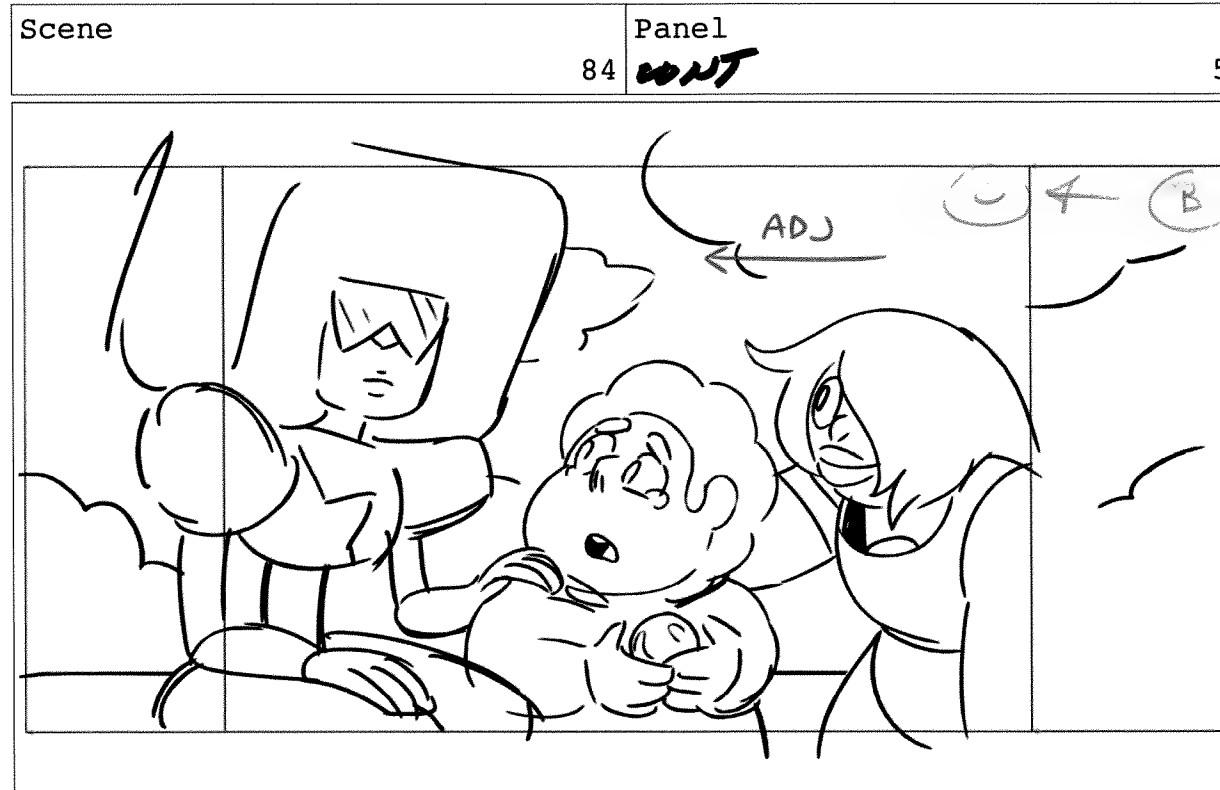
1020.013



1020-013

Dialogue
STEVEN: *Sniff*

Slugging
0.10



Dialogue
STEVEN: What do you mean?

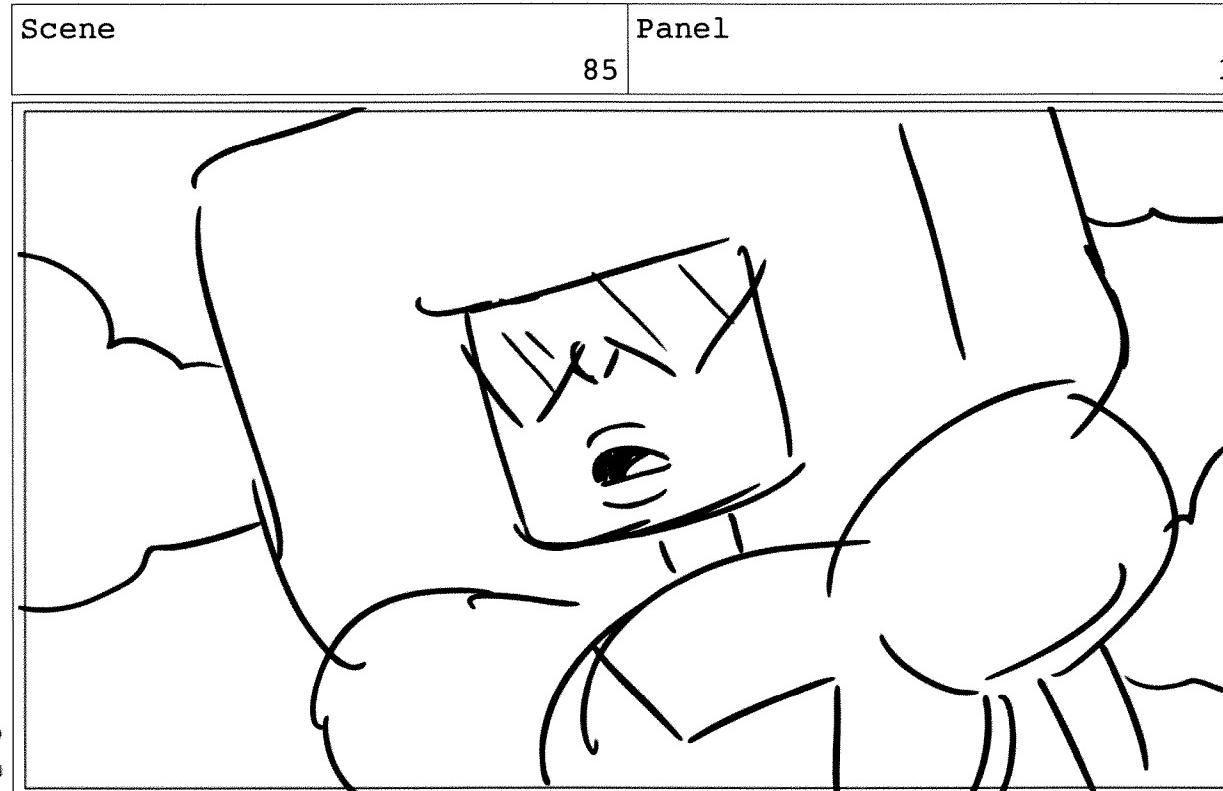
Action Notes
Camera ADJ West.

Slugging
ADJ: 0.15
Then HOLD: 1.05

AUG 06 2013

1020.013

1020.012



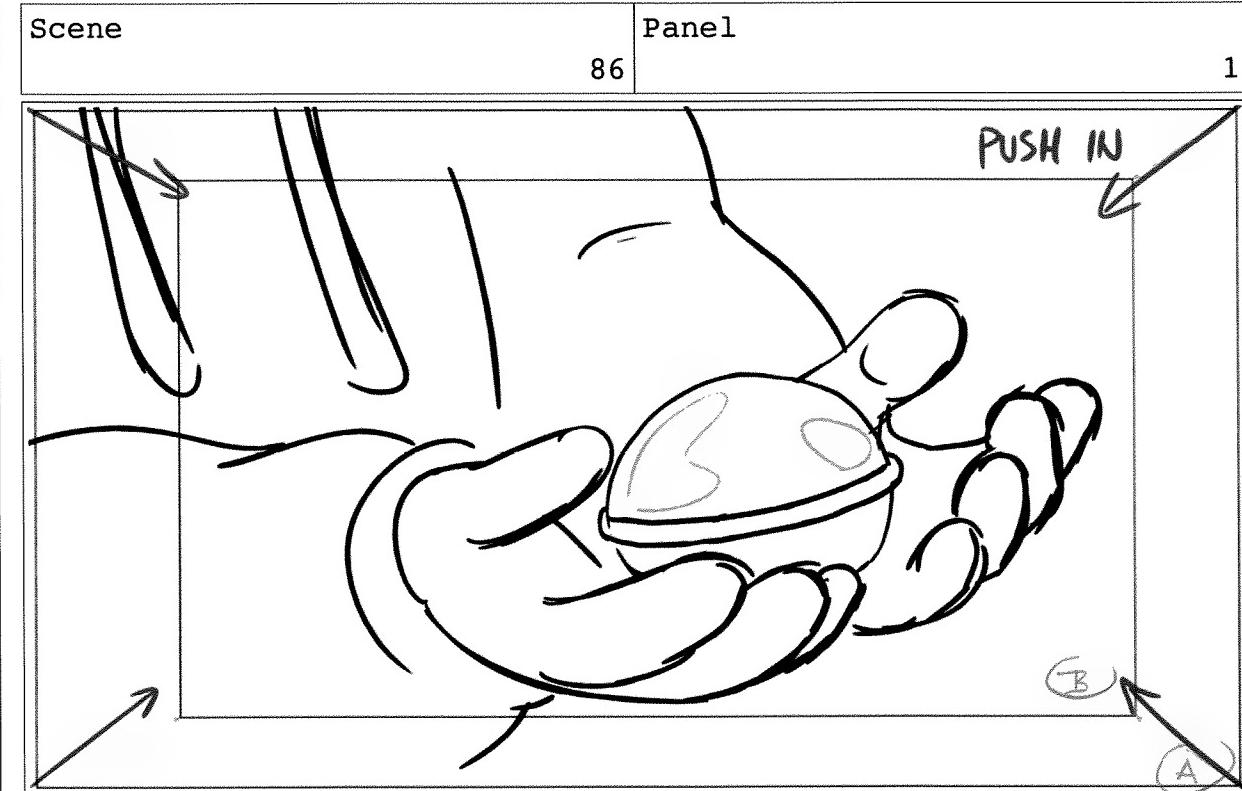
1020 . 013

Dialogue

GARNET: Sometimes if our bodies are badly damaged, we release our physical forms...

Slugging

6.10



1020 . 013

Dialogue

GARNET (os): ...and retreat to our gems to regenerate.

Action Notes

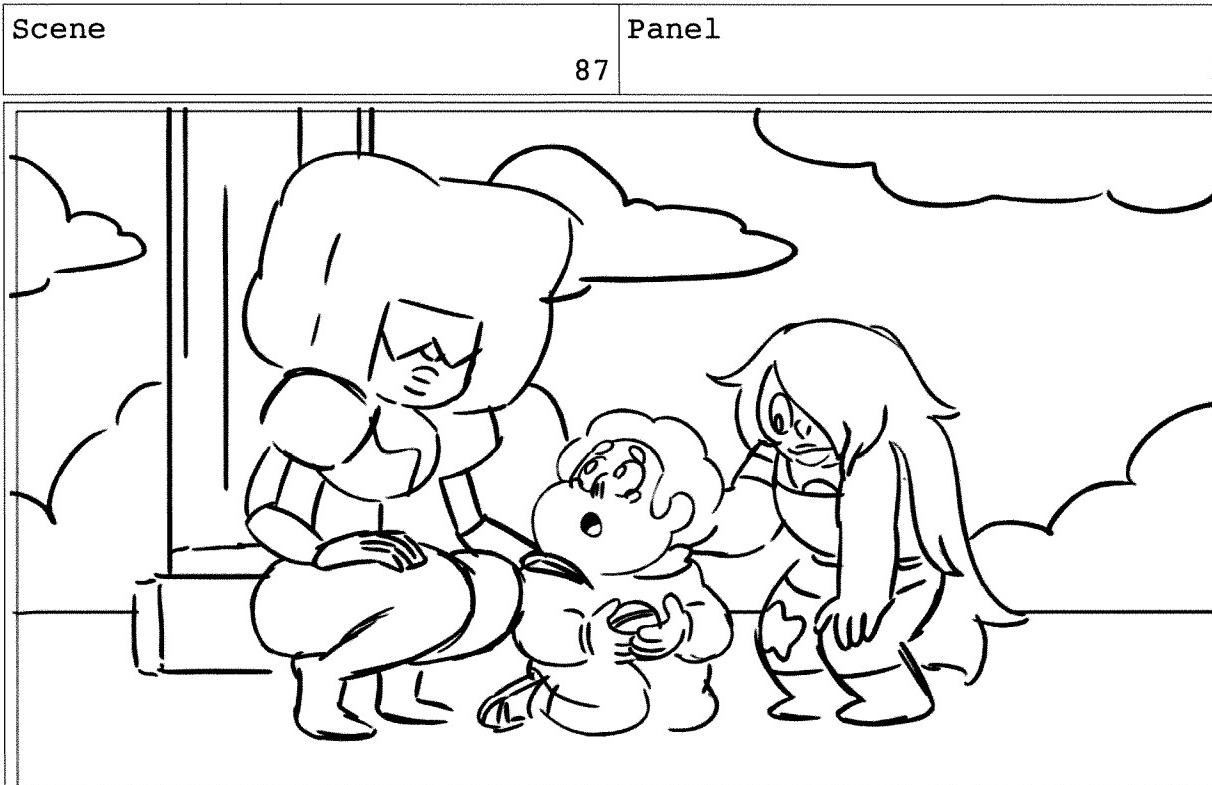
Camera ADJ - slowly push in.

Slugging

ADJ: 3.12

AUG 06 2013

1020 . 013



Dialogue

STEVEN: So she's gonna be ok?

Slugging

2.13

Action Notes

Garnet NODS her head.

Amethyst looks at Garnet.

Slugging

0.14

AUG 06 2013

1020-013

1020-013

1020-013



Scene

87

Panel
cont

3



Dialogue

AMETHYST: Don't worry bud..

Action Notes

Steven whips his tears away with his sleeve.

Slugging

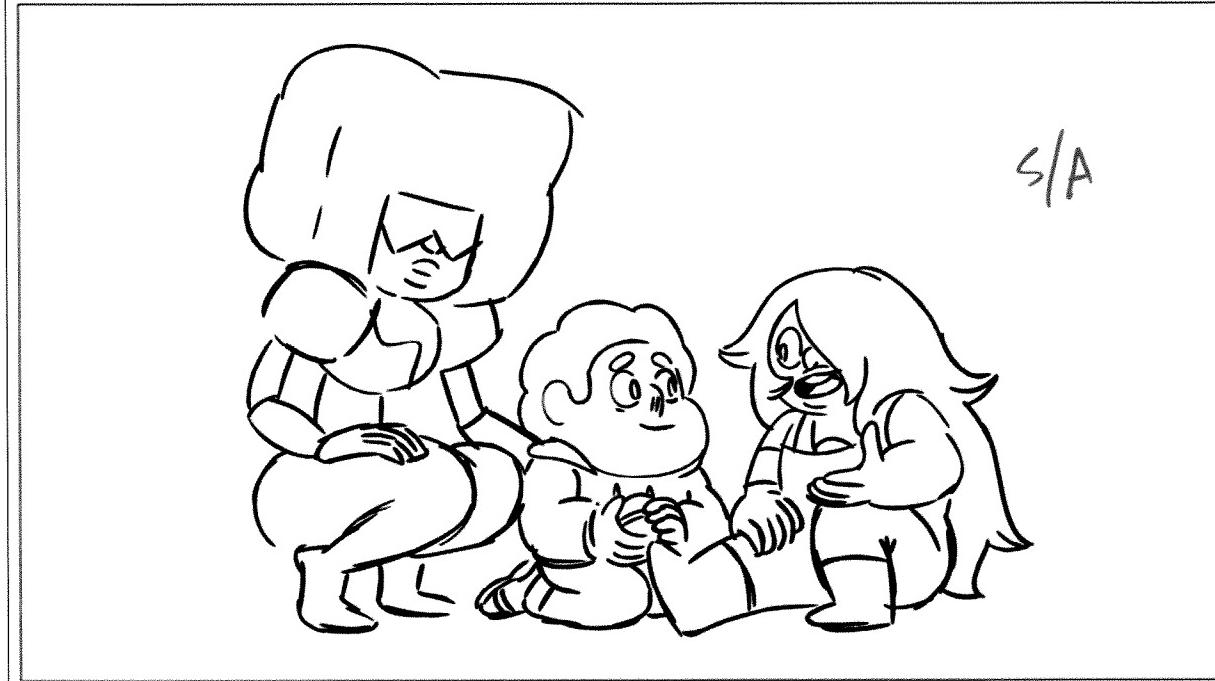
2.06

Scene

87

Panel
cont

4



Dialogue

AMETHYST: ...this kinda thing just happens sometimes...

Slugging

3.05

AUG 00 2013

1020.013

1020.013



Scene

87

Panel
cont

5

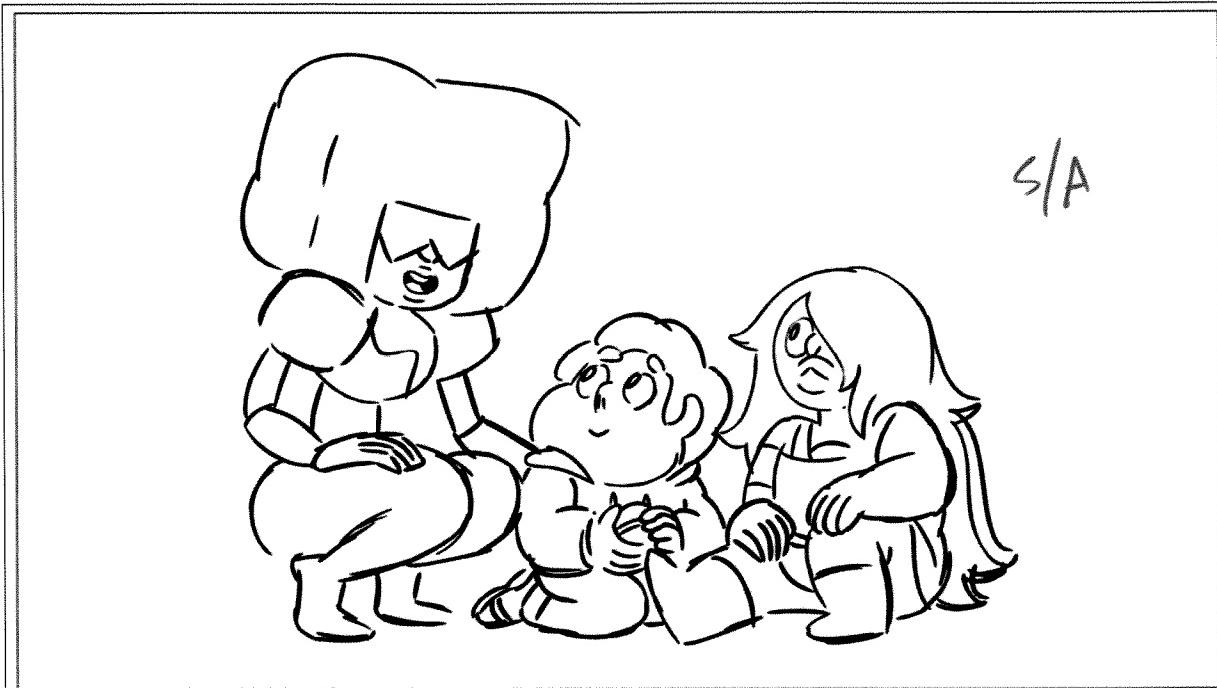


Scene

87

Panel
cont

6



1020.013

Dialogue

AMETHYST: ...usually to me.

Slugging

1.10

1020.013

Dialogue

GARNET: Always to you.

Slugging

2.00

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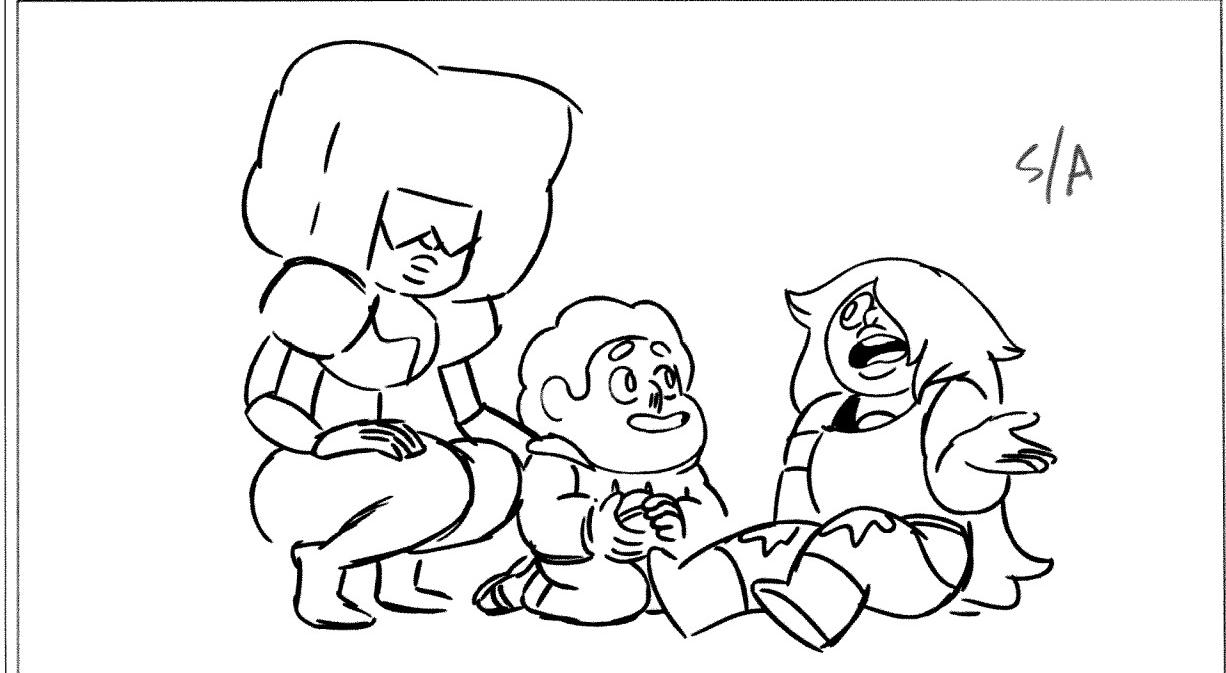


Scene

Panel

87 cont

7



1020.013

Dialogue

AMETHYST: Hey I'm scrappy...

Slugging

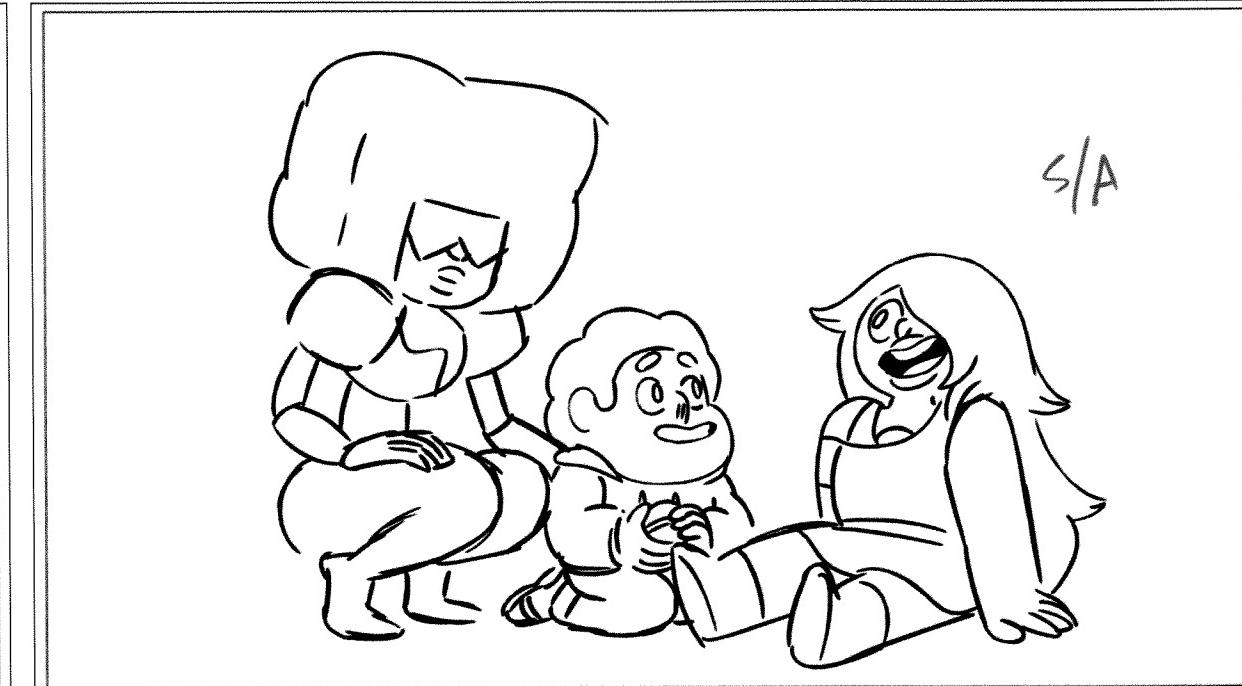
1.12

Scene

Panel

87 cont

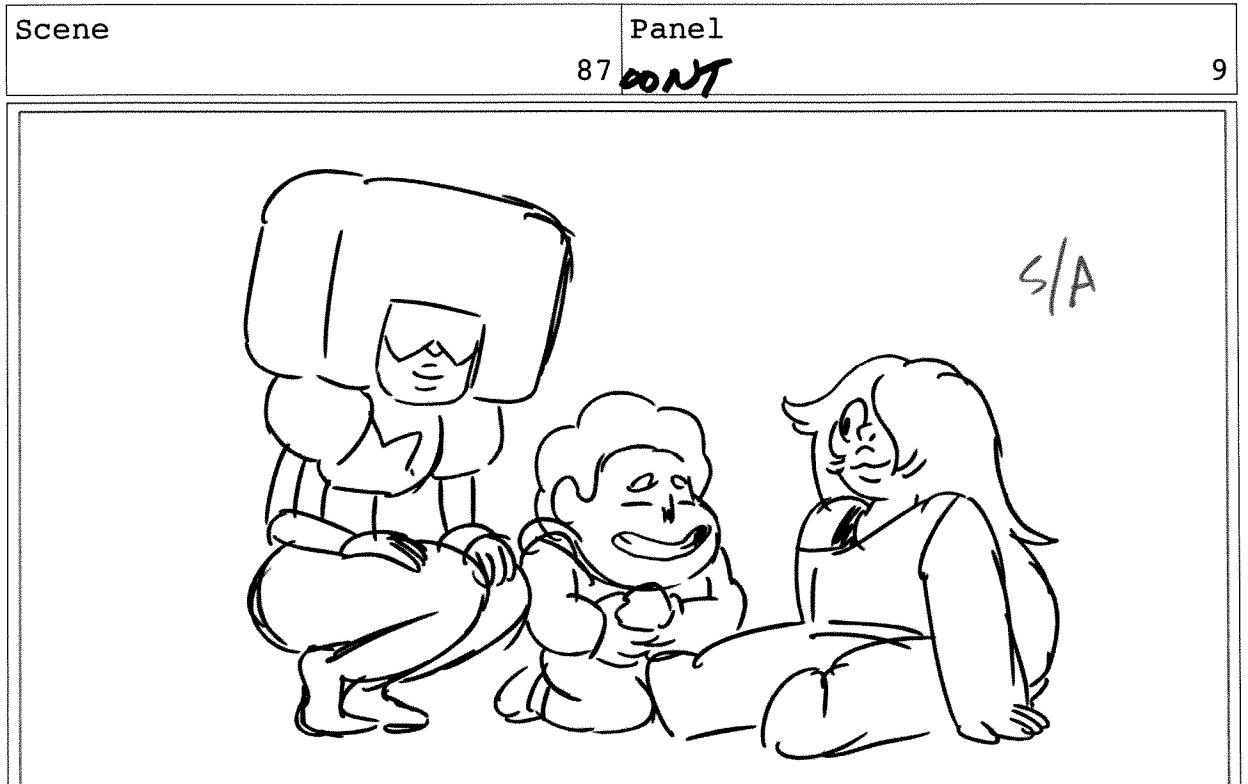
8



1020.013

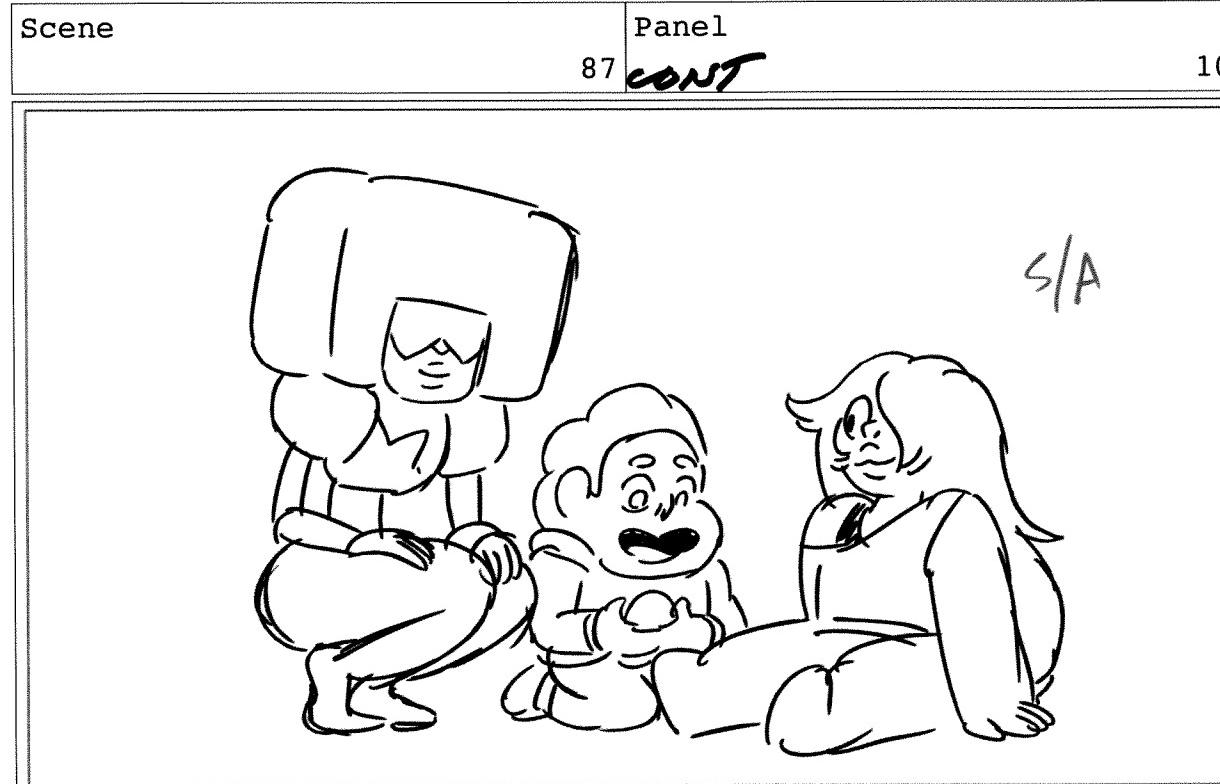
AUG 06 2013

1020.013



Dialogue
STEVEN: *Giggles*

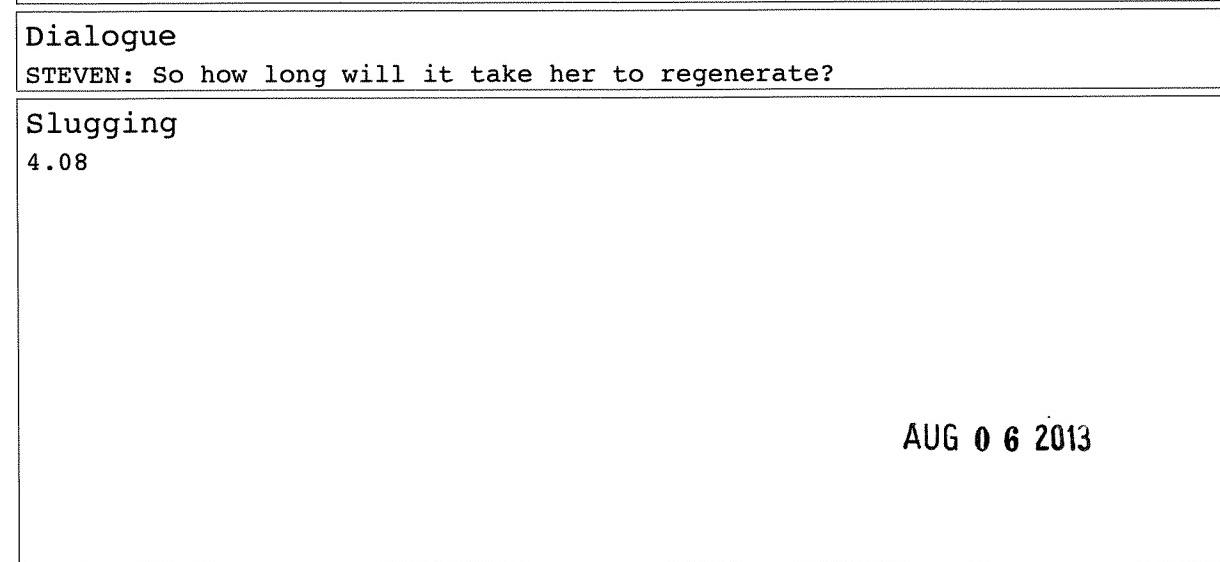
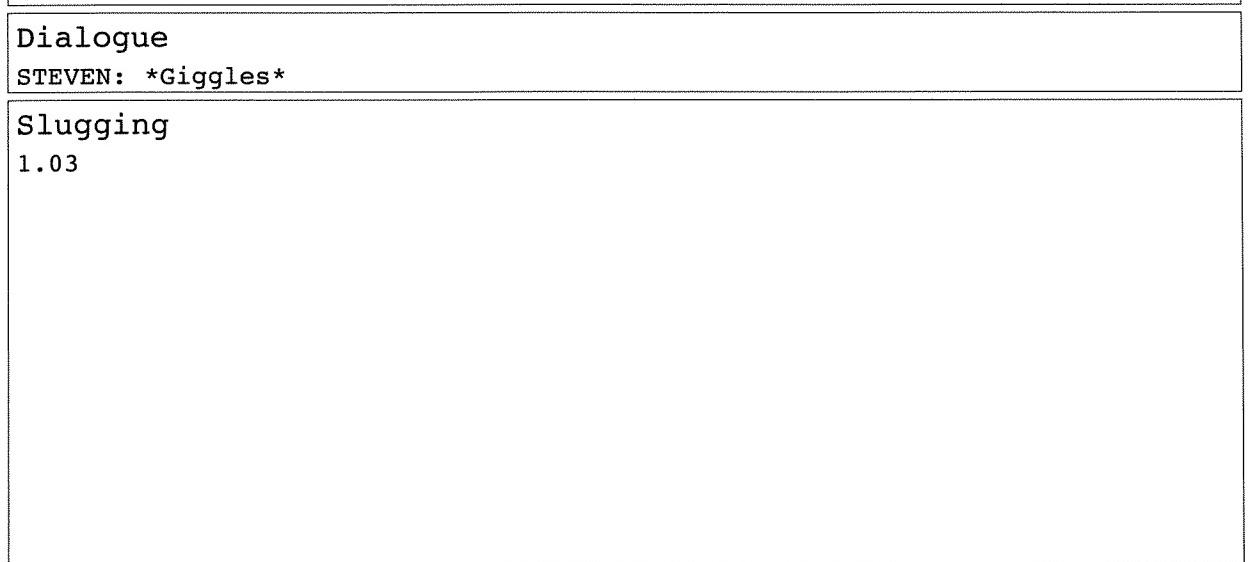
Slugging
1.03



Dialogue
STEVEN: So how long will it take her to regenerate?

Slugging
4.08

AUG 06 2013



1020.013

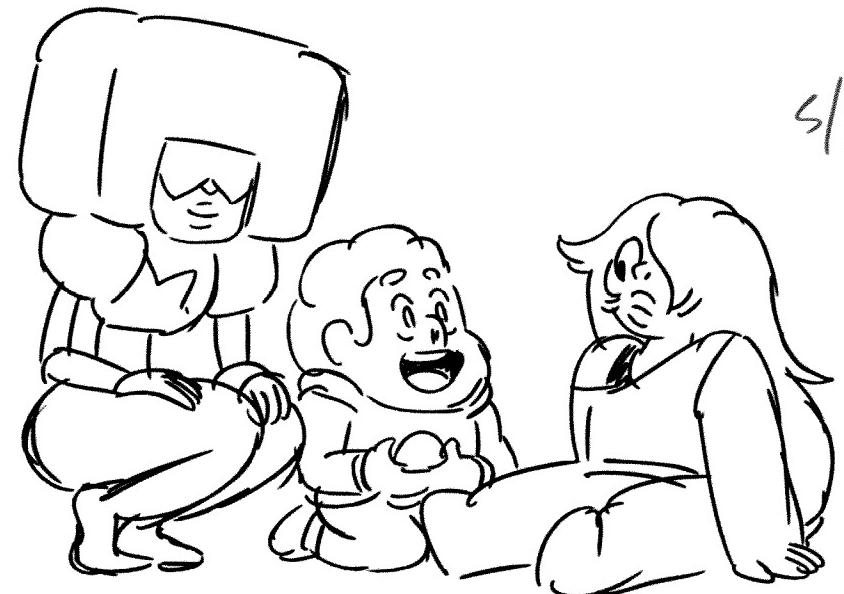


Scene

Panel

87 *cont*

11

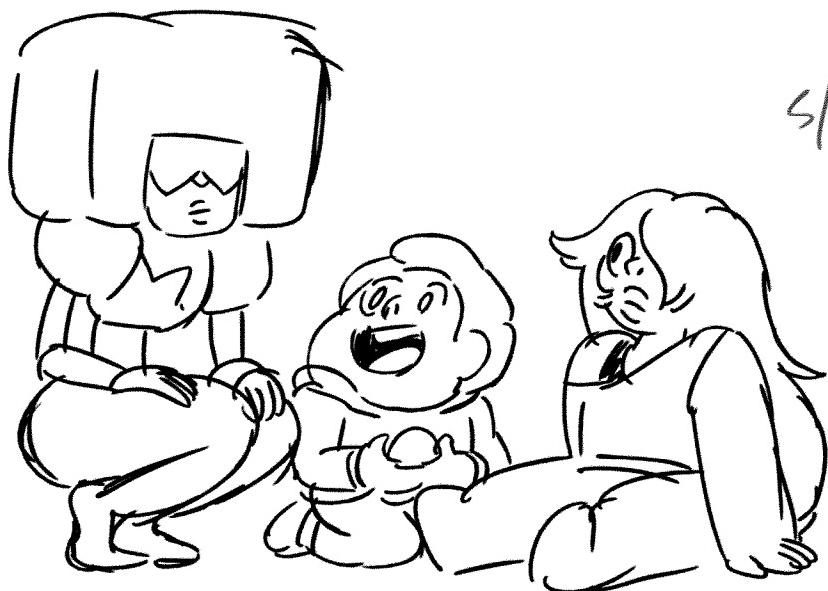


Scene

Panel

87 *cont*

12



Dialogue

STEVEN: 5 minutes?

Slugging

2.01

Dialogue

STEVEN: 10 minutes?

Slugging

1.12

AUG 06 2013

1020.013

CLO-UNCV

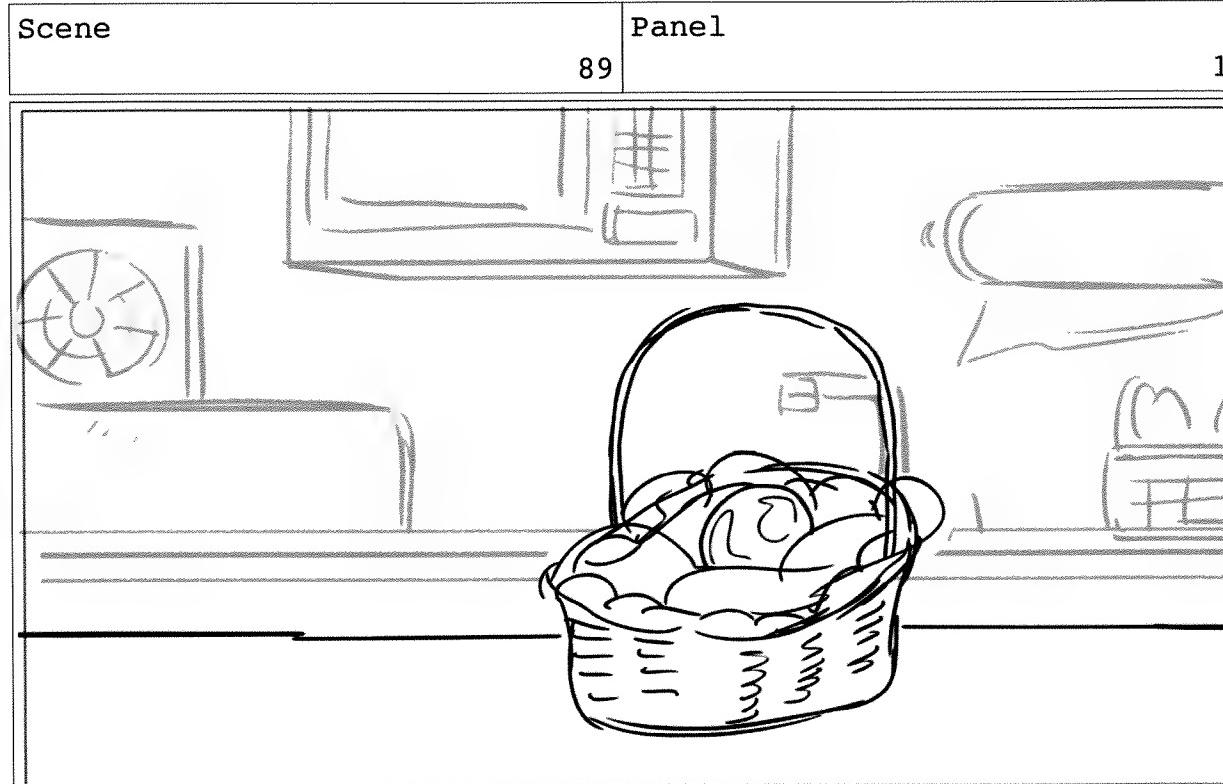
1020.013

**Action Notes**

Skys are partly cloudy - it just finished raining.

Slugging

3.04

**Action Notes**

Pearl's gem in a basket.

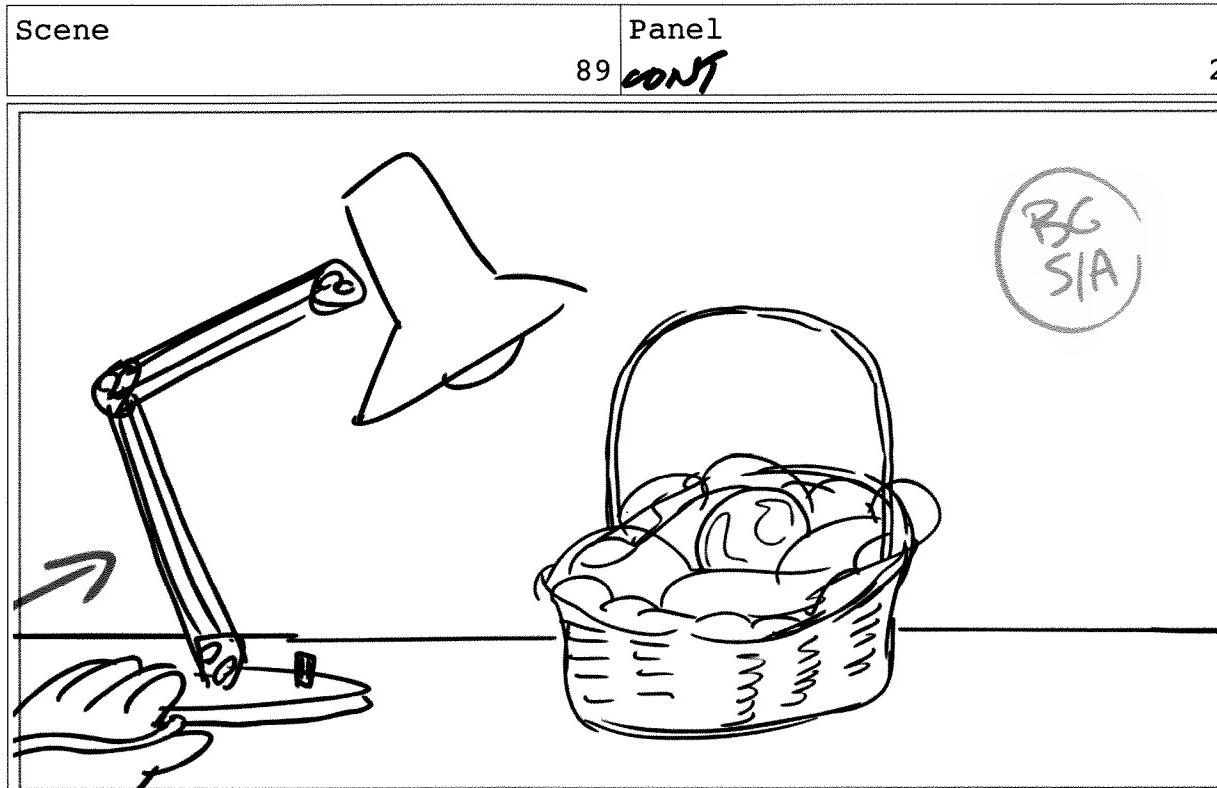
Slugging

1.10

1020.013

AUG 06 2013

1020.013



1020 . 013

Action Notes
Steven's left hand comes IN - pushing a lamp.

Slugging
0.10



1020 . 013

Slugging
0.10

AUG 06 2013



Steven The Sword Fighter

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Scene

89

Panel
CONT

4



1020 . 013

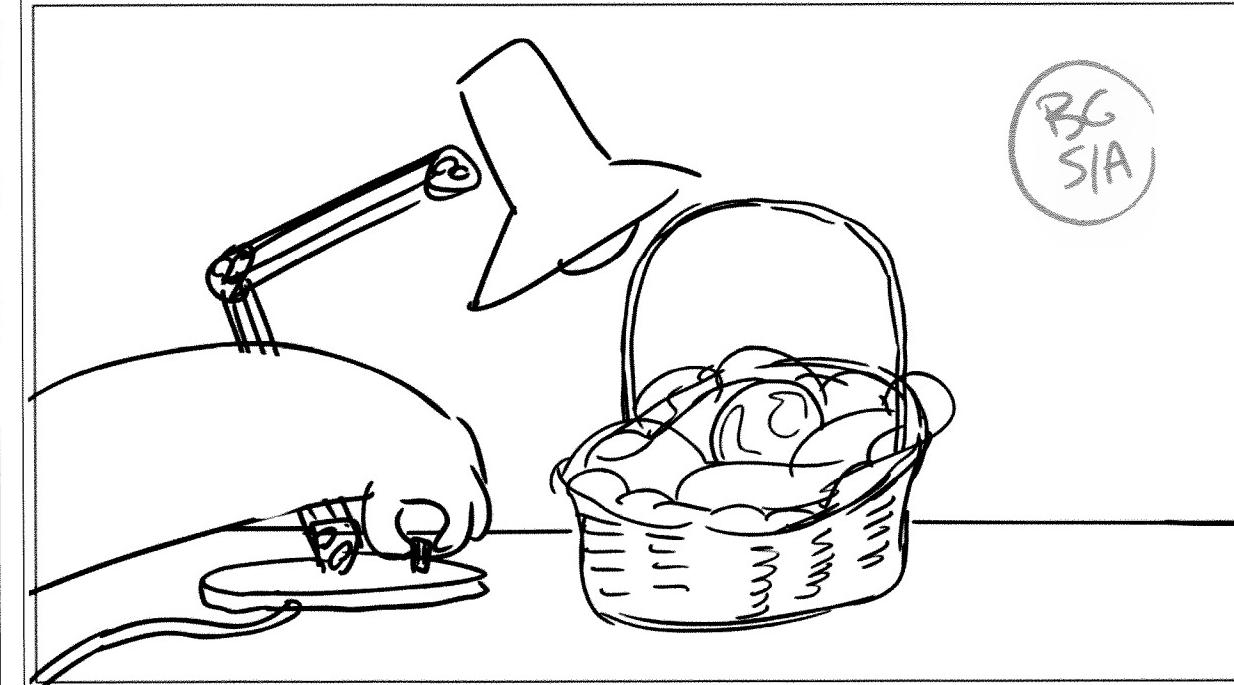
Slugging
0.04

Scene

89

Panel
CONT

5



1020 . 013

Slugging
0.08

AUG 06 2013

1020 . 013

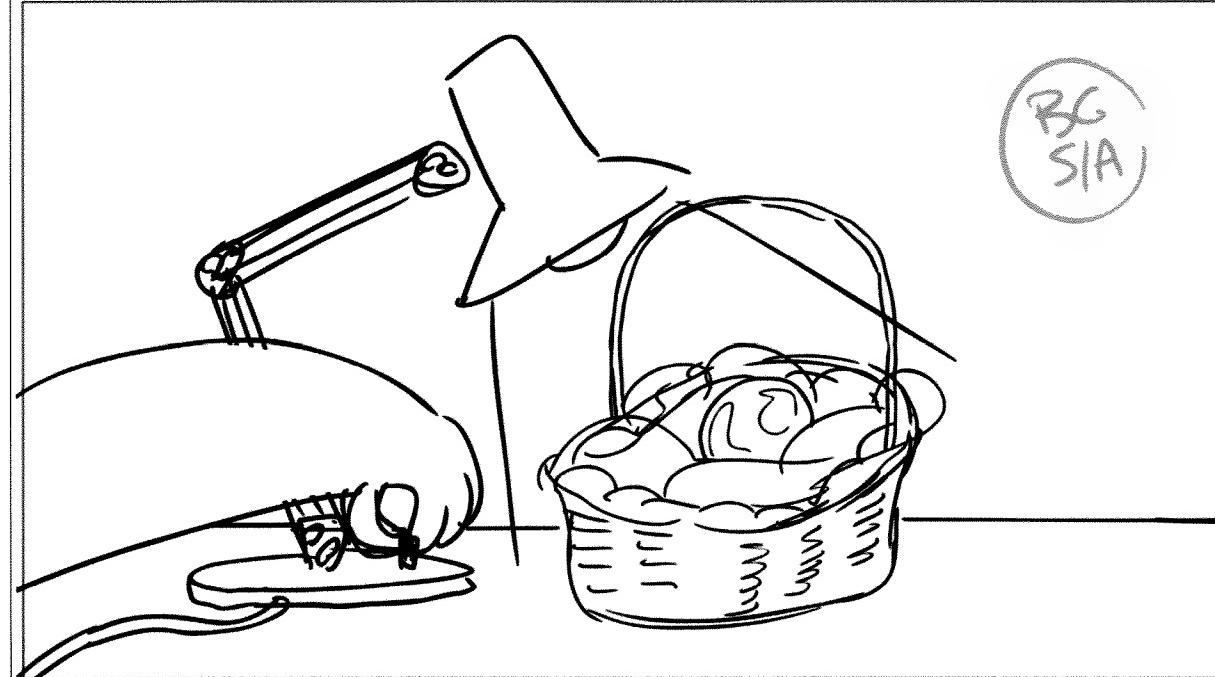


Scene

Panel

89 *cont*

6



Action Notes

Steven turns on the lamp.

Slugging

0.09

Scene

Panel

89 *cont*

7



Action Notes

Steven's hand OUT.

Slugging

0.04

AUG 06 2013

1020.013

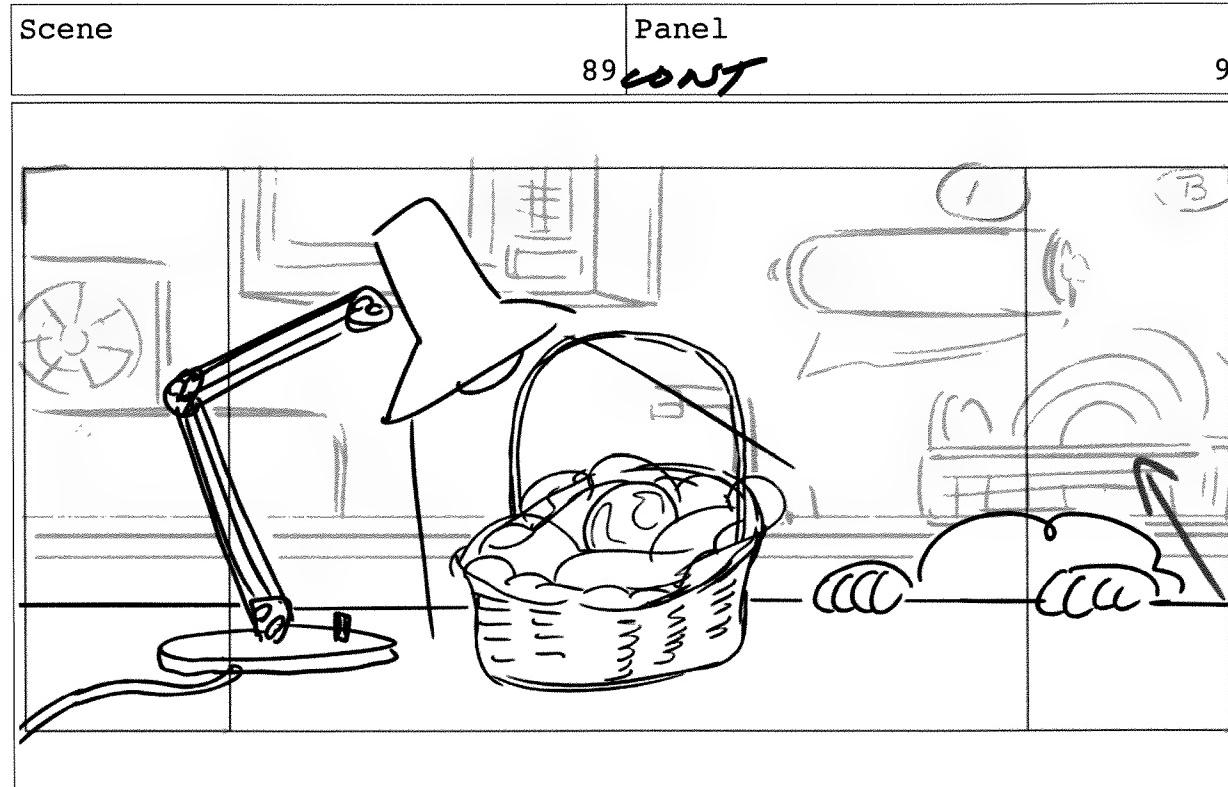
1020.013

1020.013



1020 . 013

Slugging
0.08



1020 . 013

Action Notes
Camera ADJ East.
Steven IN from below the table.

Slugging
ADJ: 0.10

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1020 . 013



1020.013

Slugging
0.04



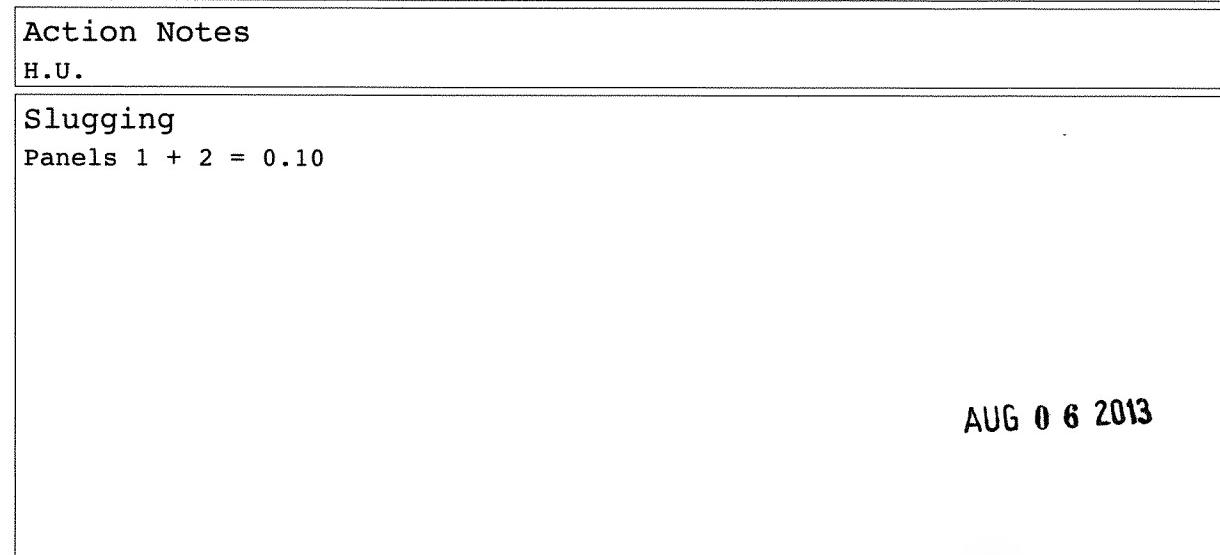
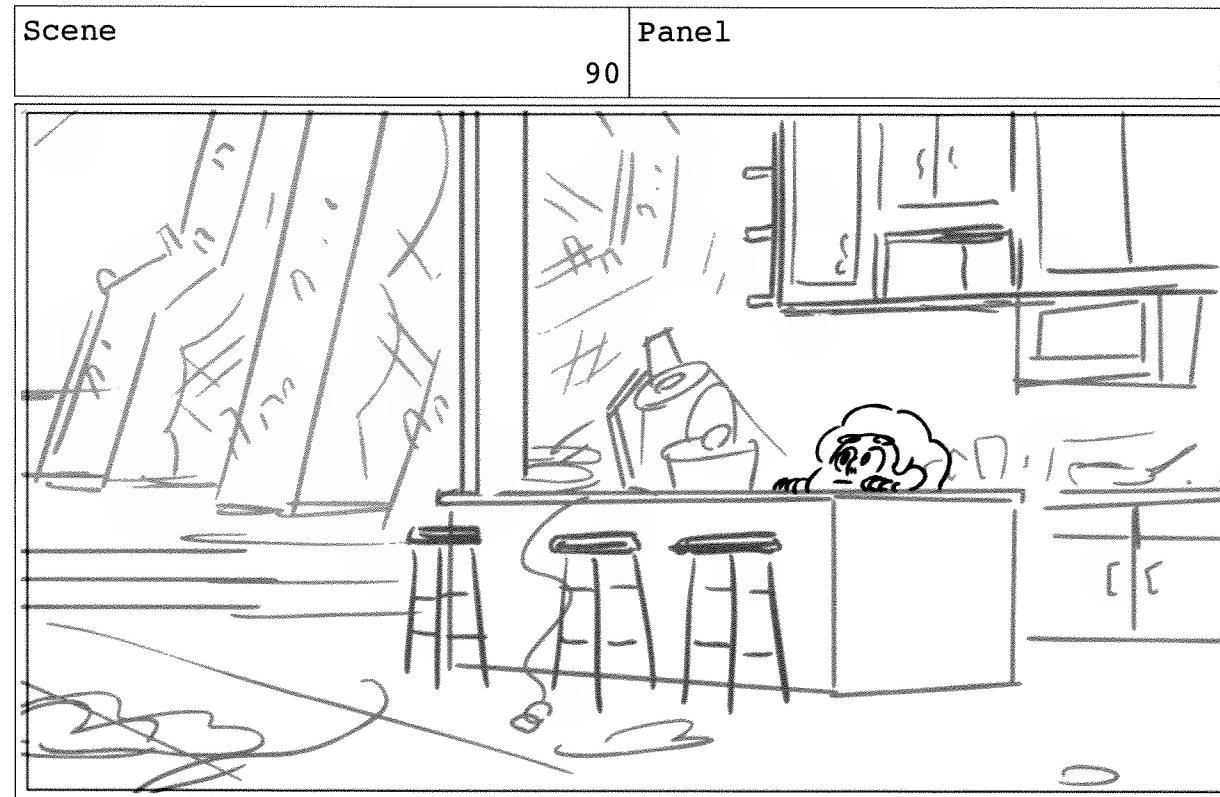
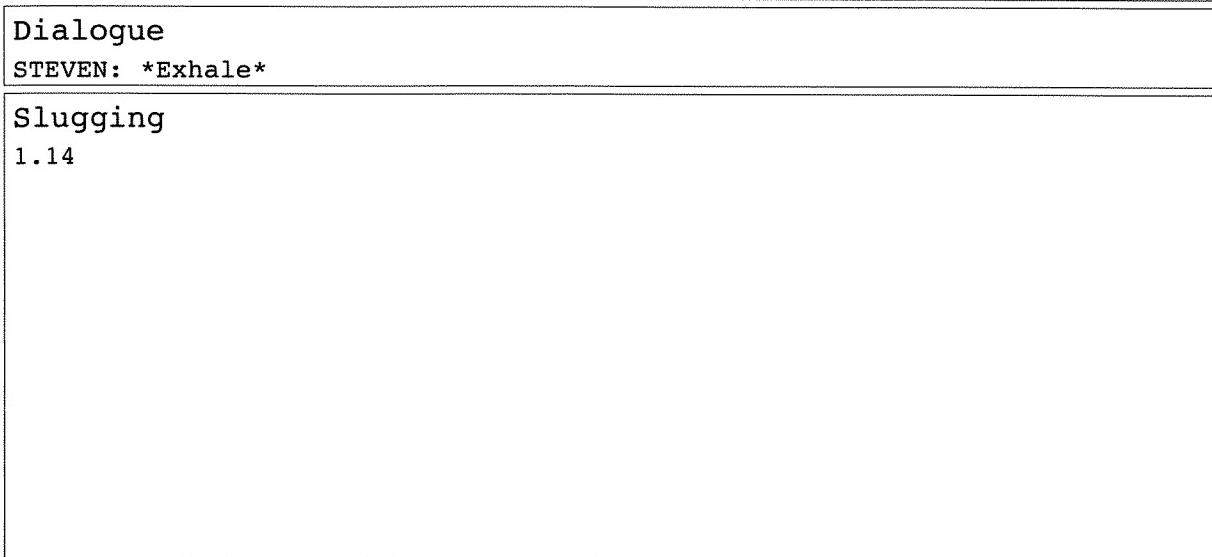
1020.013

Action Notes
Steven checks to see if the lamp is warm.

Slugging
1.10

AUG 06 2013

1020.013



1020.013

1020.013



Dialogue
STEVEN: What's...

Action Notes
Steven pats his hands on the table. A/B



Dialogue
STEVEN: ...taking...

Slugging
0.12

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1020.013

1020.013



Steven The Sword Fighter

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1020.013

Dialogue

STEVEN: ...so long.

Action Notes

Camera ADJ NW to warp platform.

Slugging

ADJ: 2.06

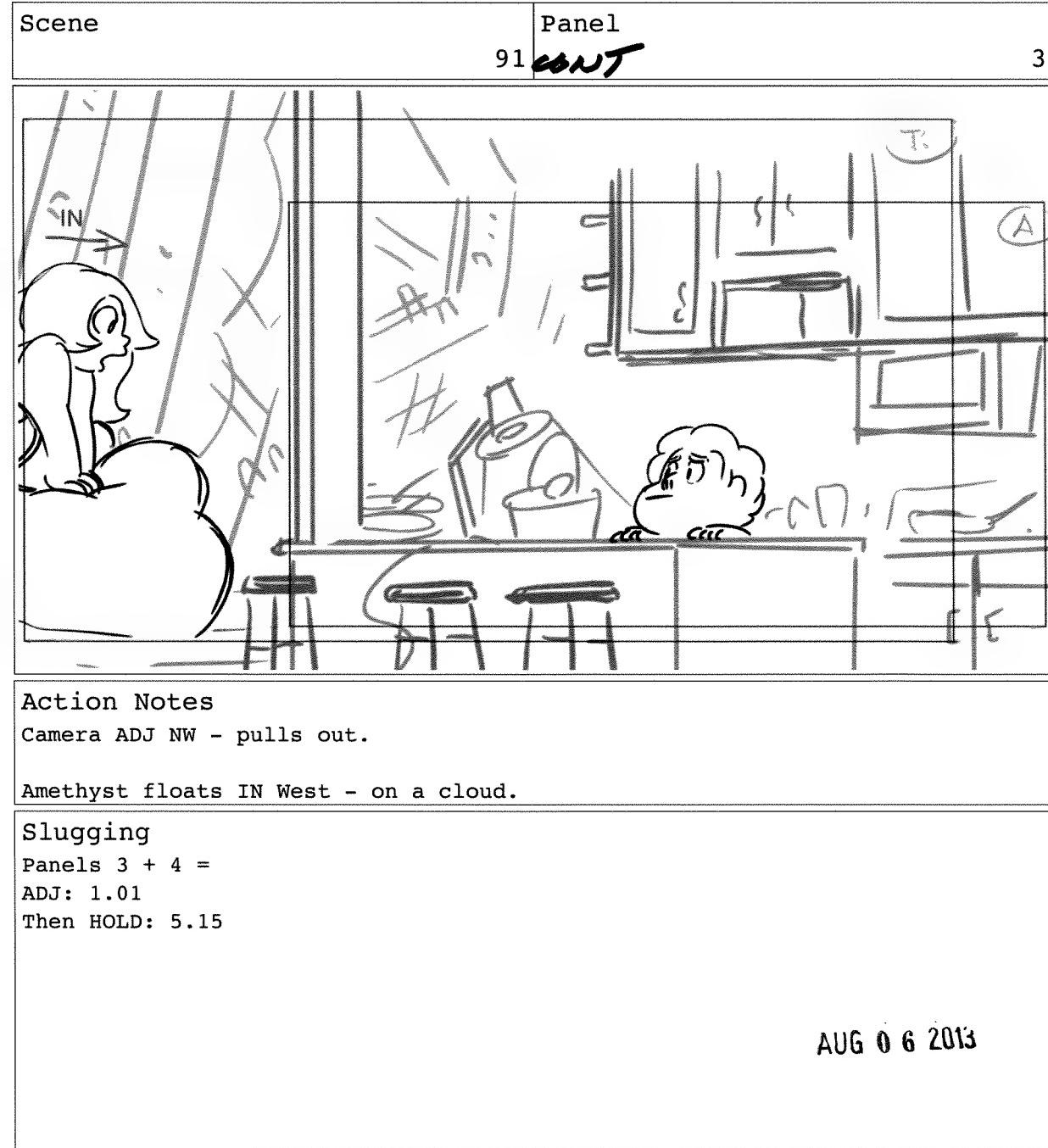
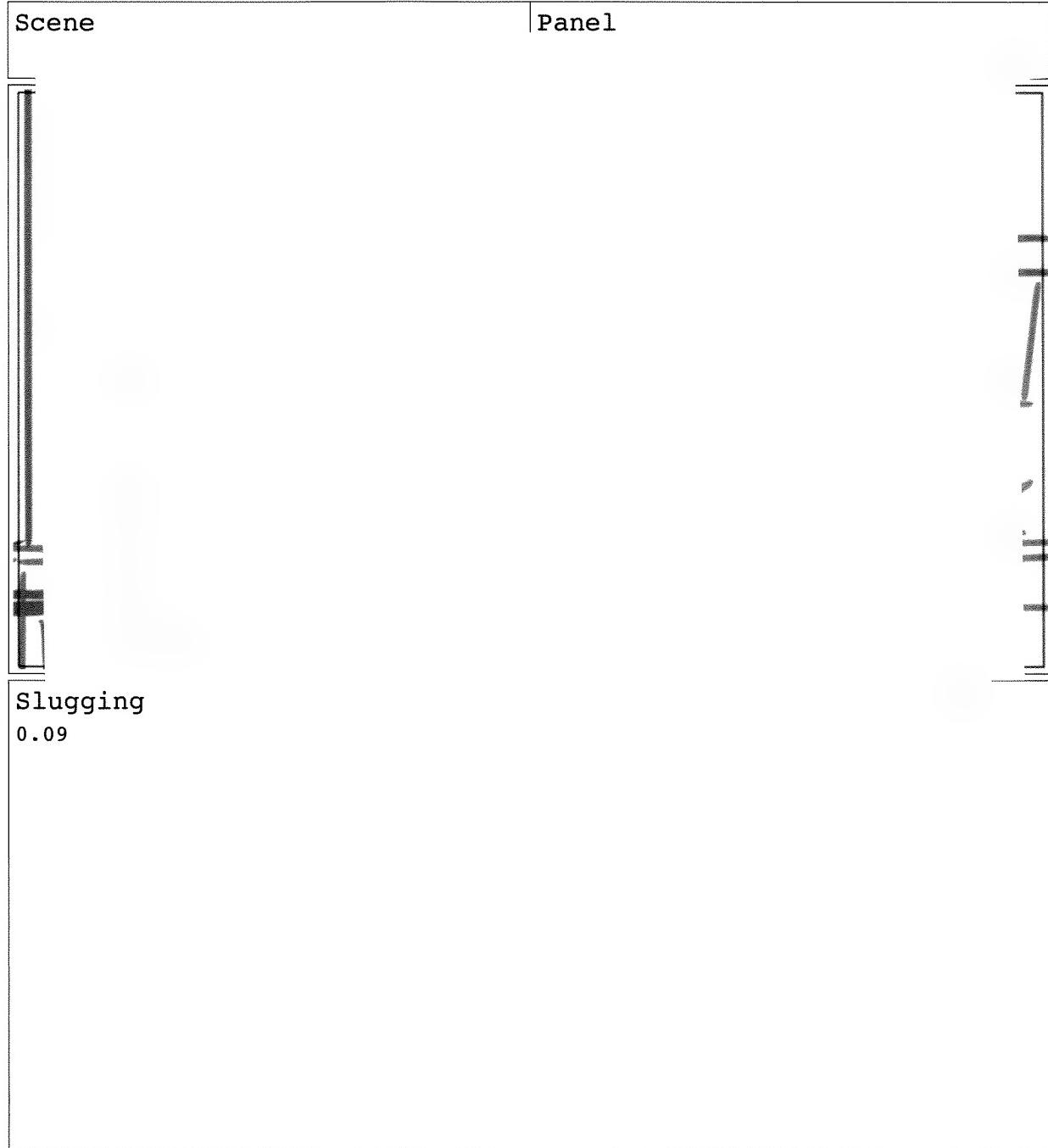
Slugging

1.01

AUG 06 2013

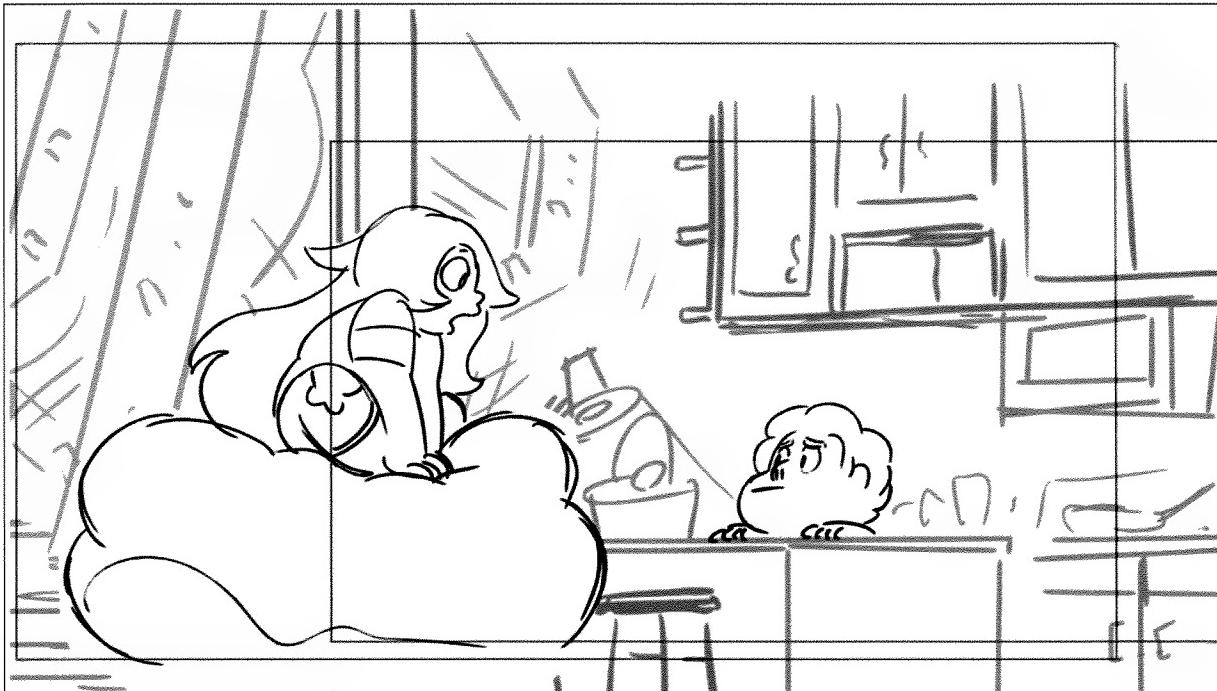
1020.013







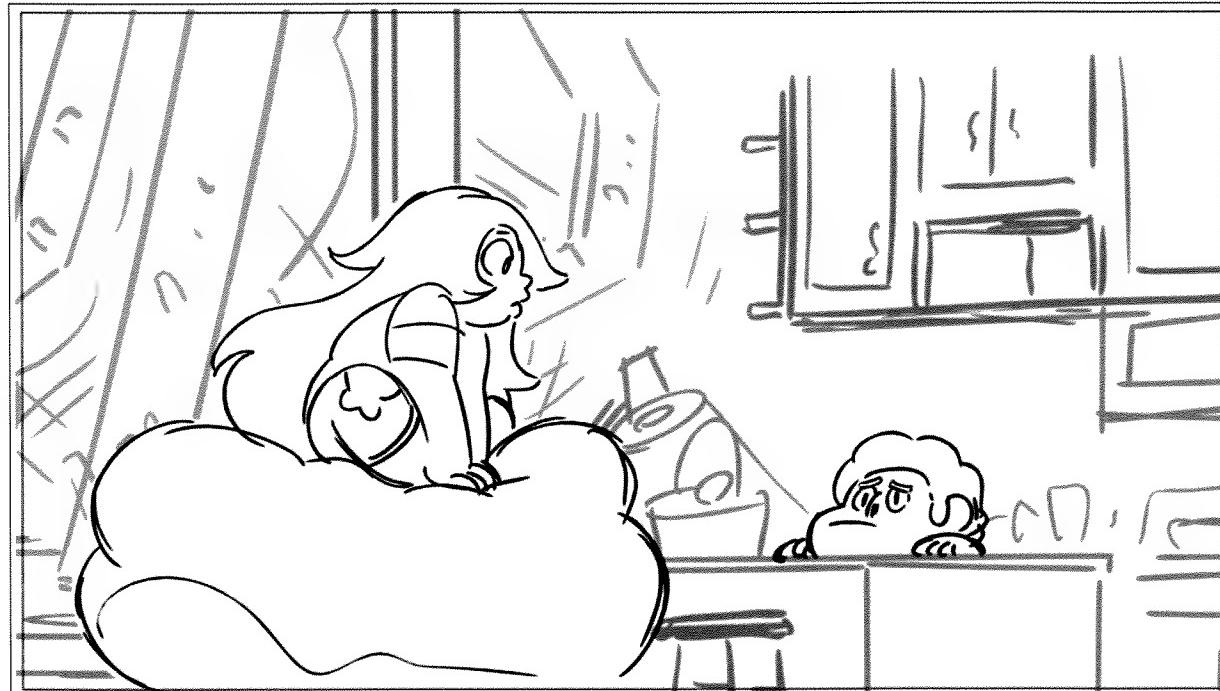
Scene 91 Panel **cont** 4



Dialogue

AMETHYST: She's still not done? Man she's really taking her time with this one...

Scene 91 Panel **cont** 5



Dialogue

STEVEN: mmmmmmm...

Slugging

1.11

AUG 06 2015

1020-013

1020-013



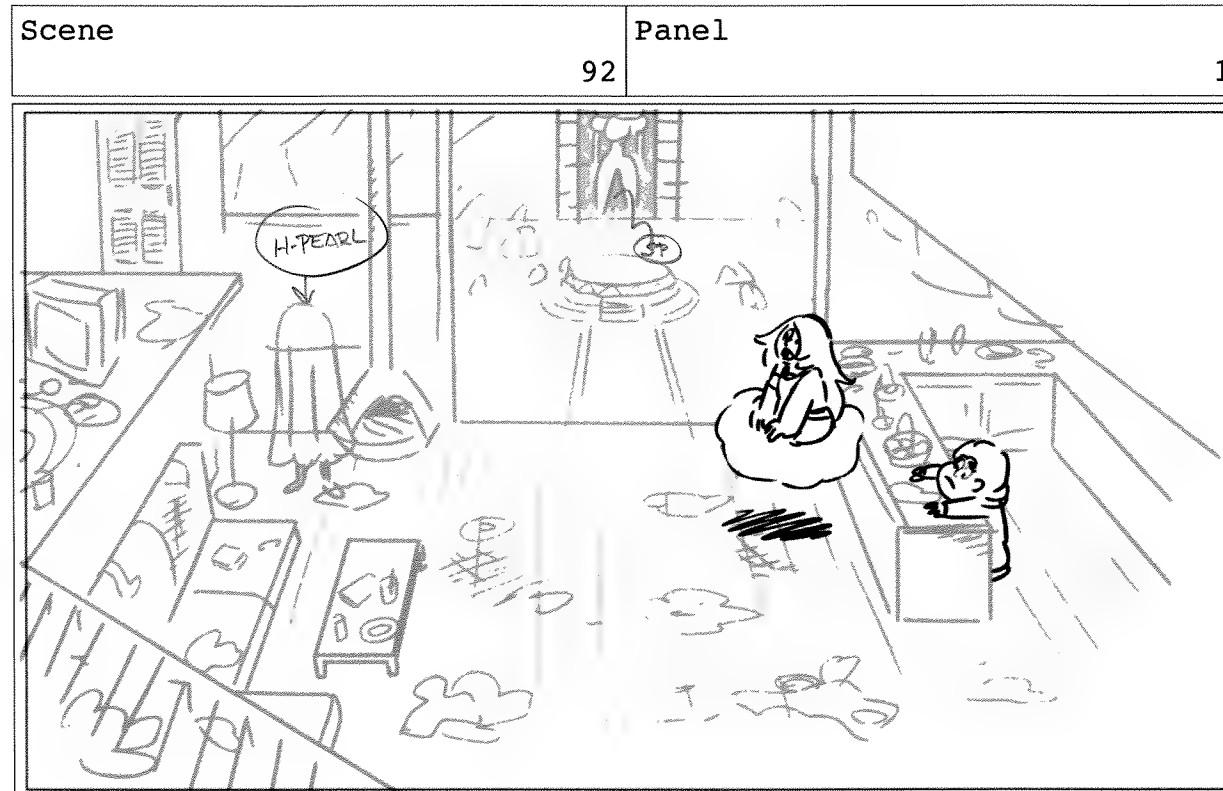
1020 . 013

Dialogue

AMETHYST: Gotta tell ya though...

Slugging

1.13



1020 . 013

Dialogue

AMETHYST: Love what you've done...

Action Notes

Garnet stand by the door in BG.

Slugging

1.08

AUG 06 2013

1020 . 013

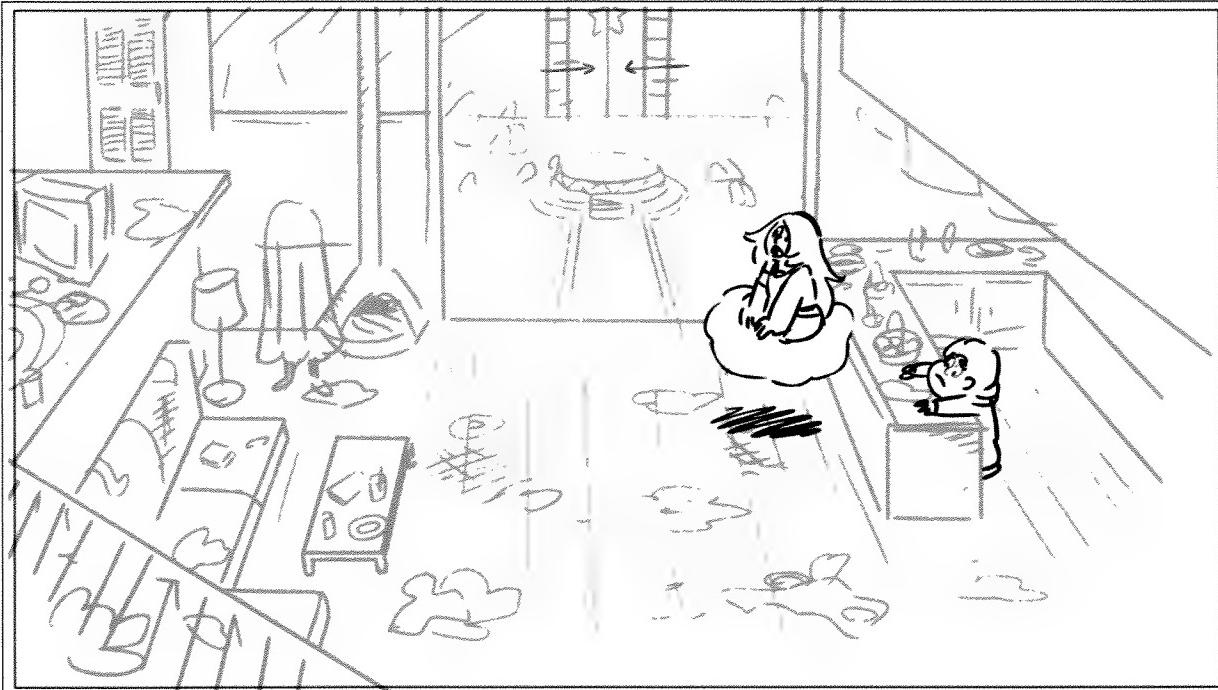


Scene

Panel

92 *CONT*

2



1020.013

Dialogue

AMETHYST: ...with the place.

Action Notes

Door closes in BG.

Slugging

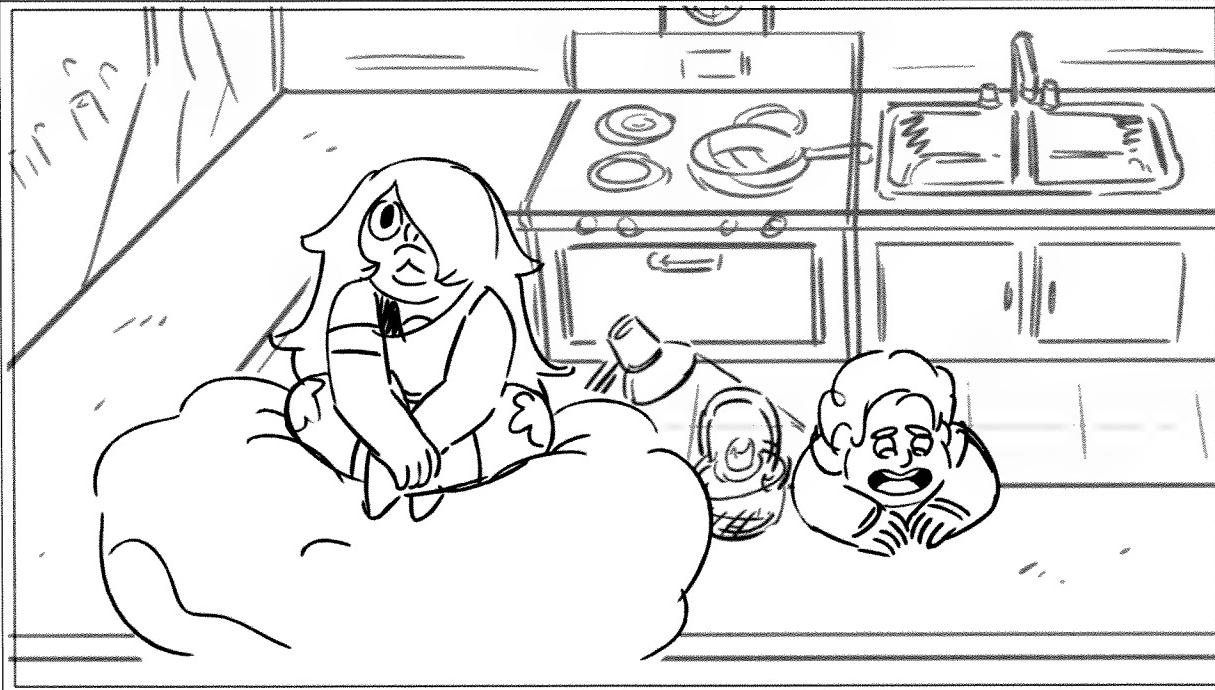
1.06

Scene

Panel

93

1



1020.013

Dialogue

STEVEN: Pearl usually helps me tidy up.

Slugging

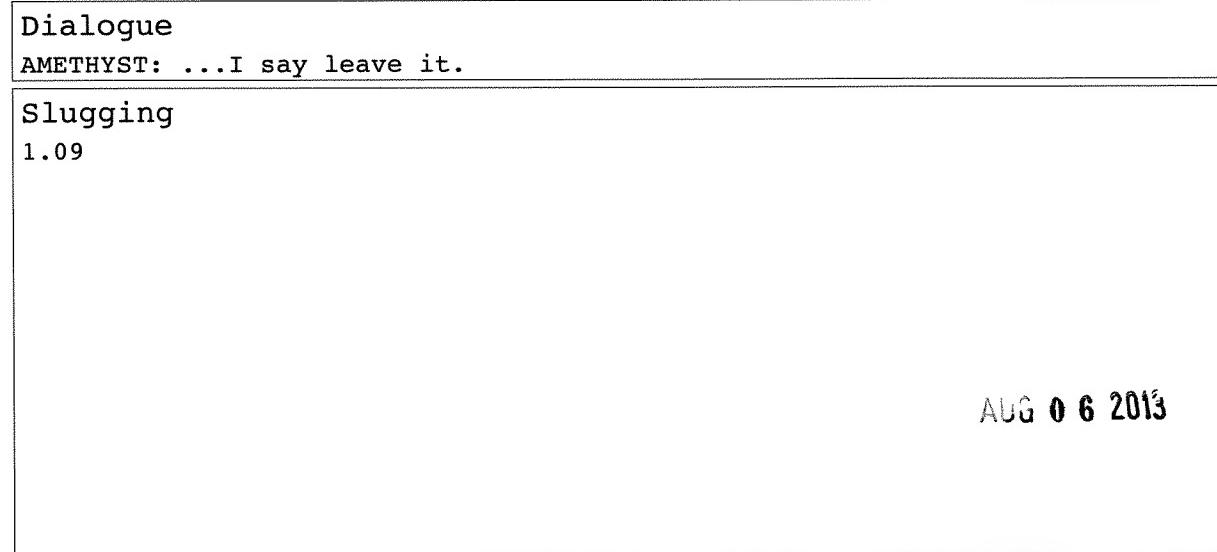
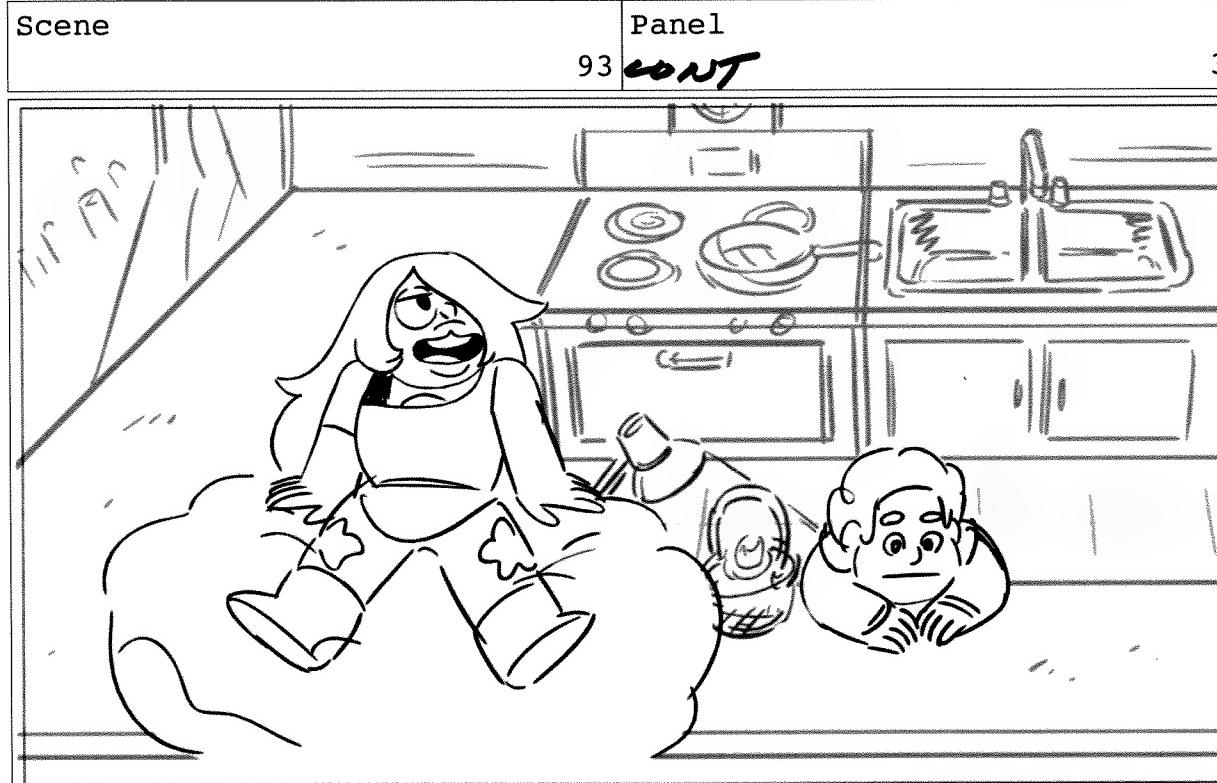
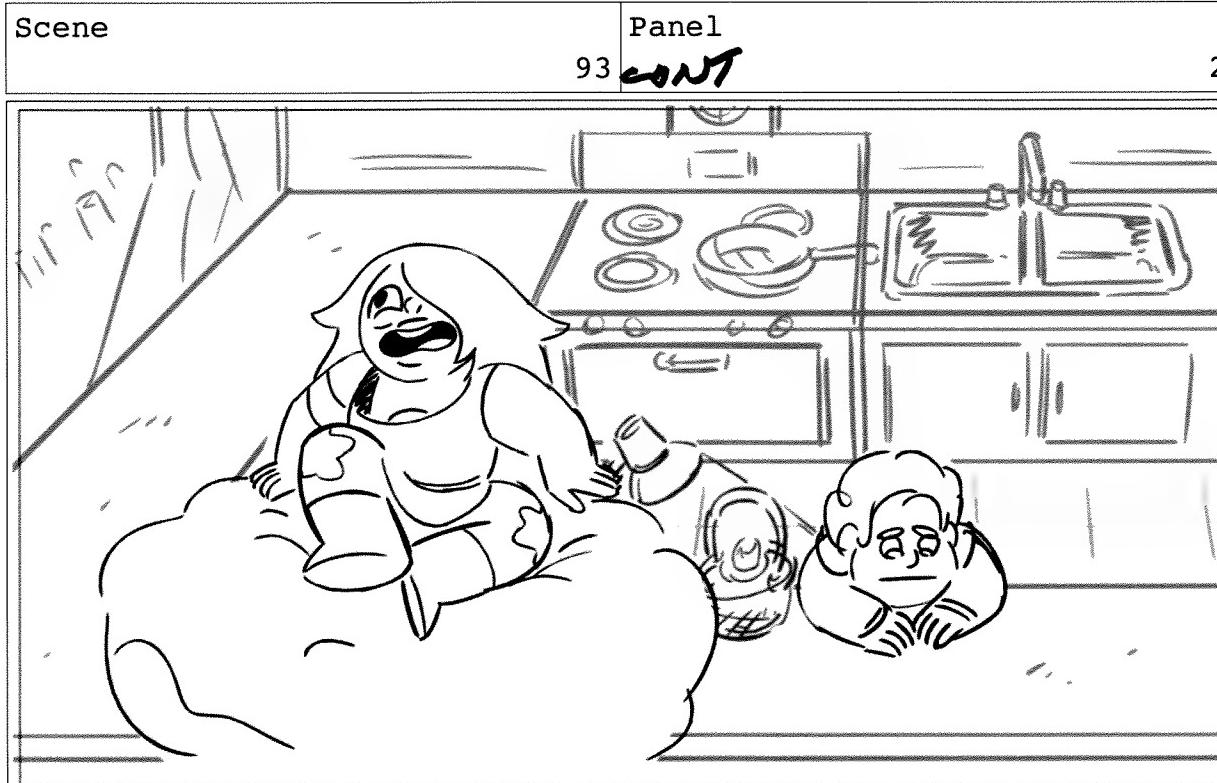
3.09

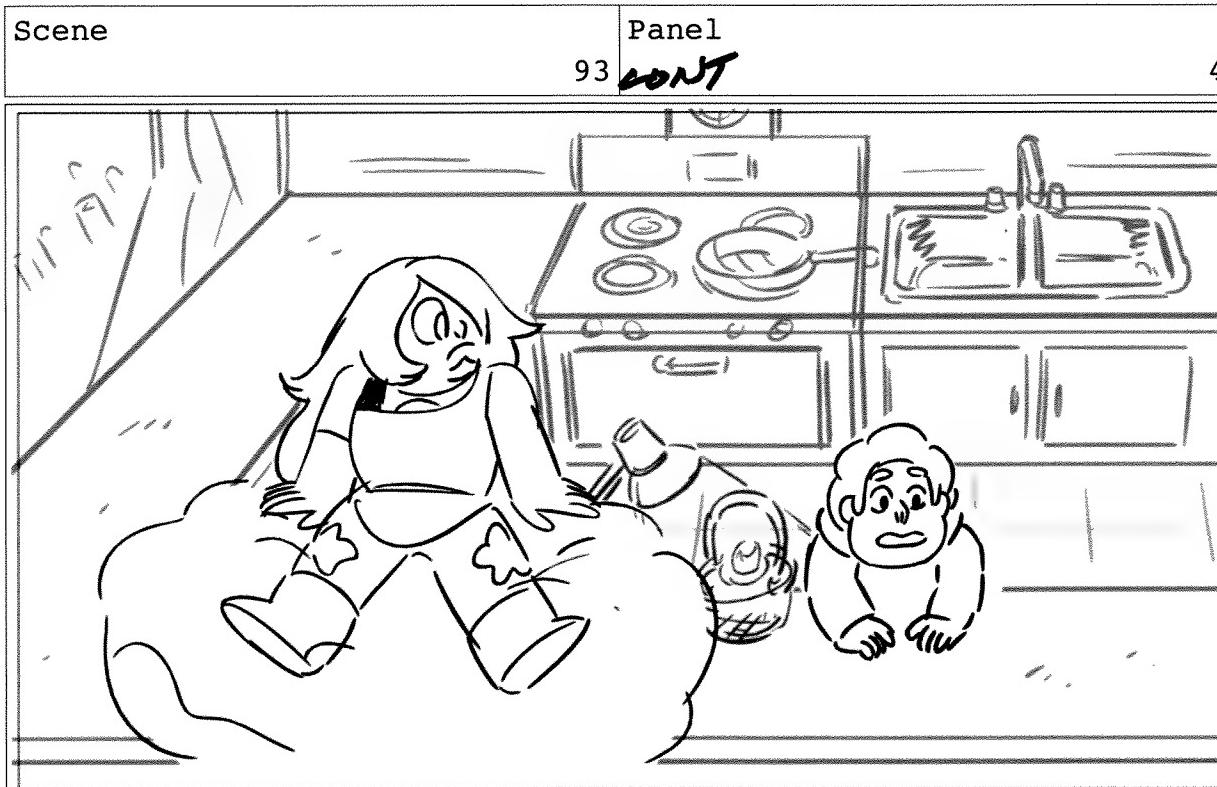
Notes

H.U. Steven + Amethyst to previous scene.

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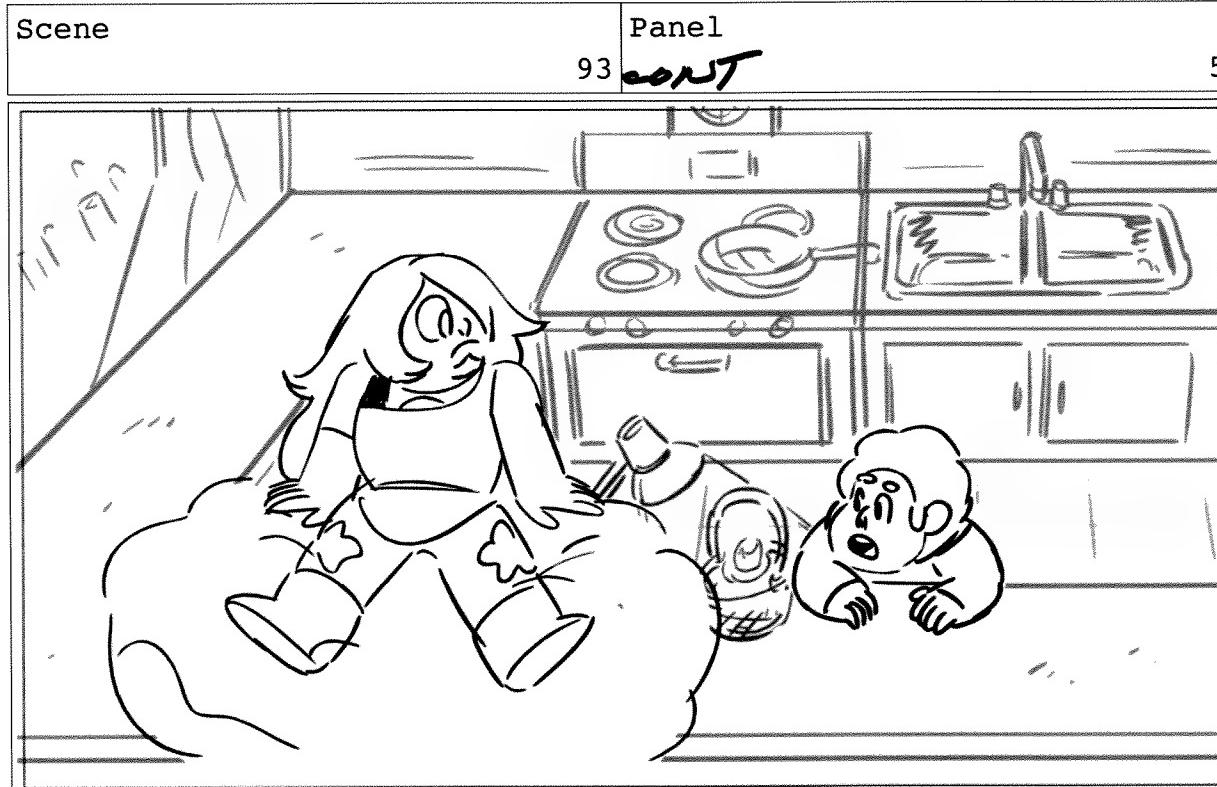
1020.013





Dialogue
STEVEN: Hey!

Slugging
0.15

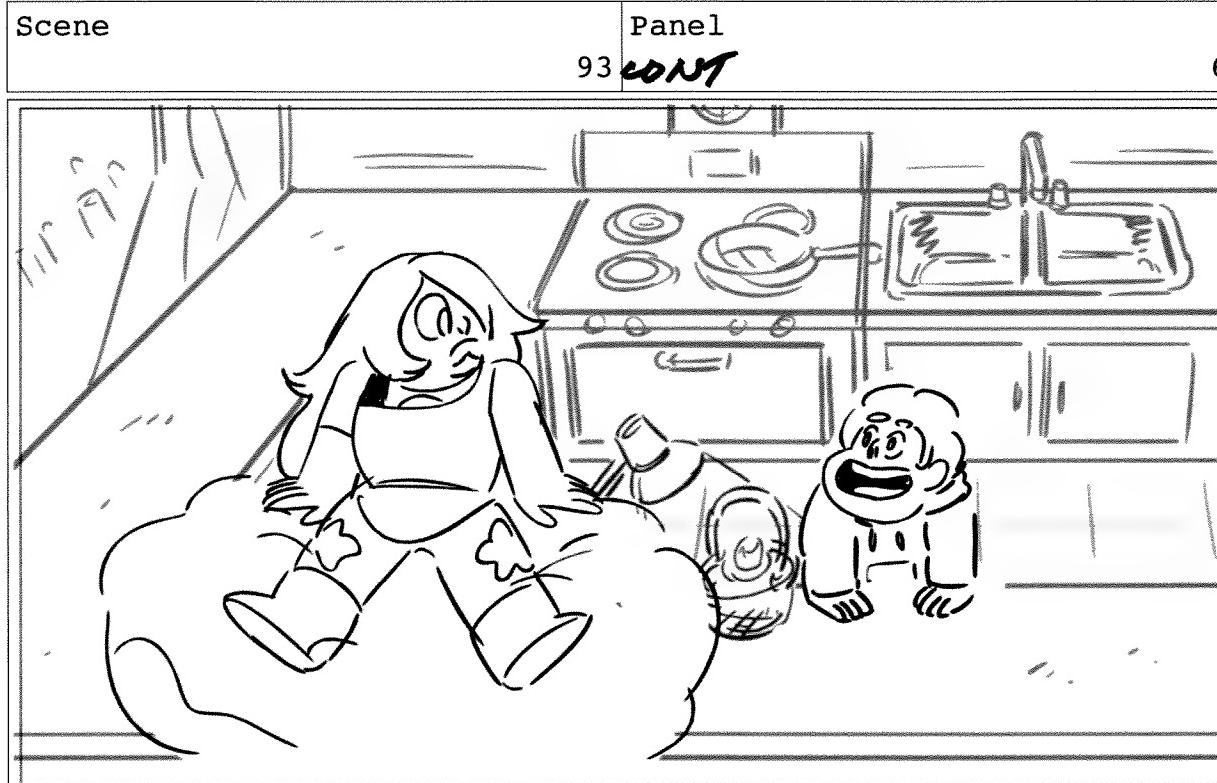


Dialogue
STEVEN: If real Pearl can't be here...

Slugging
2.08

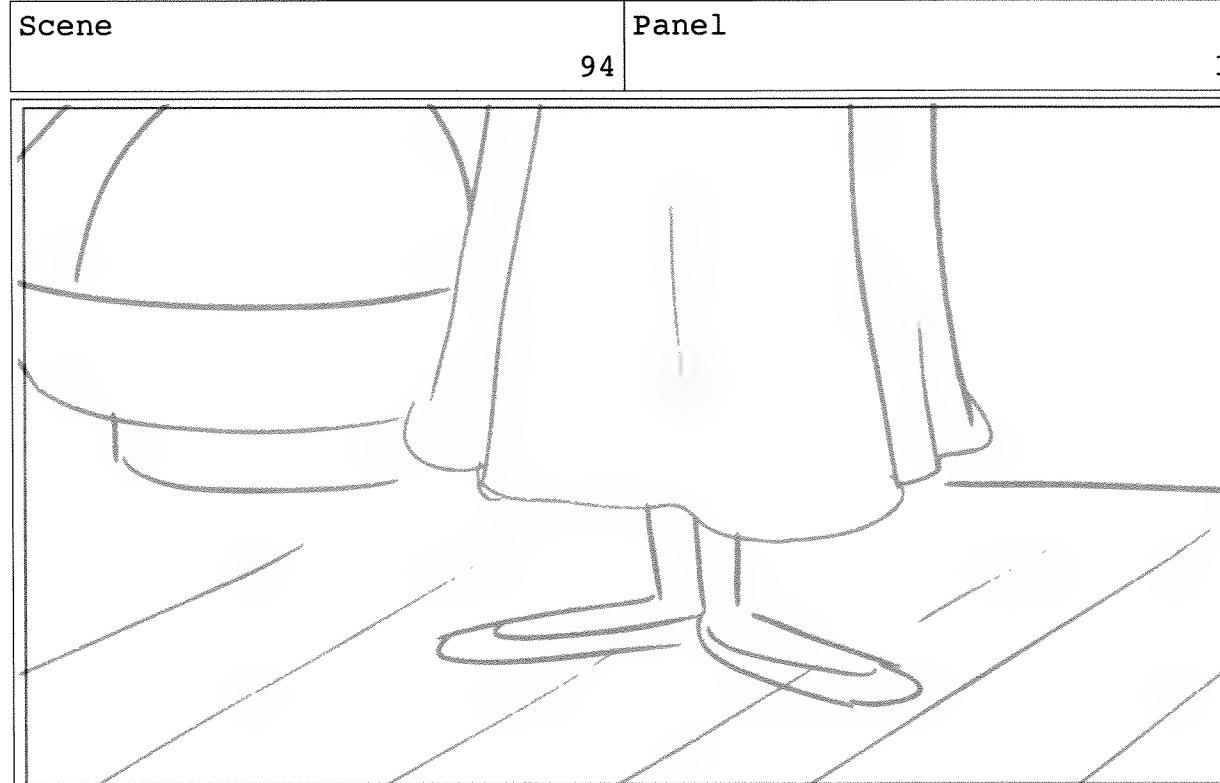
AUG 06 2013

1020.013



Dialogue
STEVEN: There's always the next best thing!

Slugging
2.09



Action Notes
Camera looks at the feet of Holo-Pearl.

Slugging
0.12

AUG 06 2013

1020.013



1020.07.013

Action Notes

As camera ADJ up, Steven walks IN West.

Steven reaches out to grab the blanket covering Holo-Pearl.

Slugging

ADJ: 0.12

Slugging

0.06

Notes

Need H.U. to previous scene, before Steven grabs the blanket?

AUG 06 2013

1020.013

1020.012



1020.013

Action Notes
Cut on Steven pulling blanket down.

Slugging
0.06



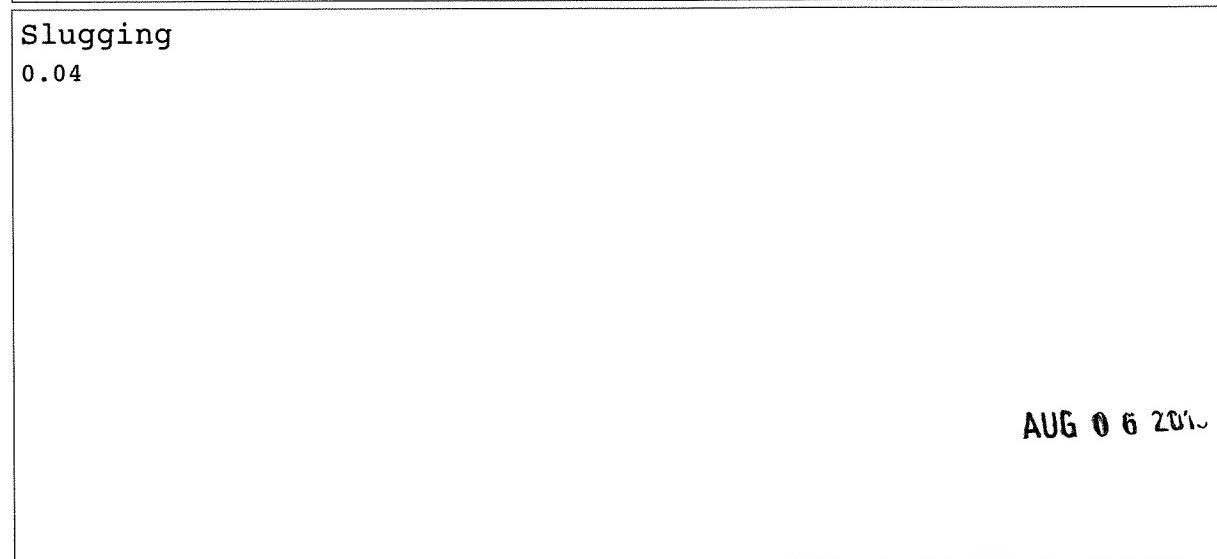
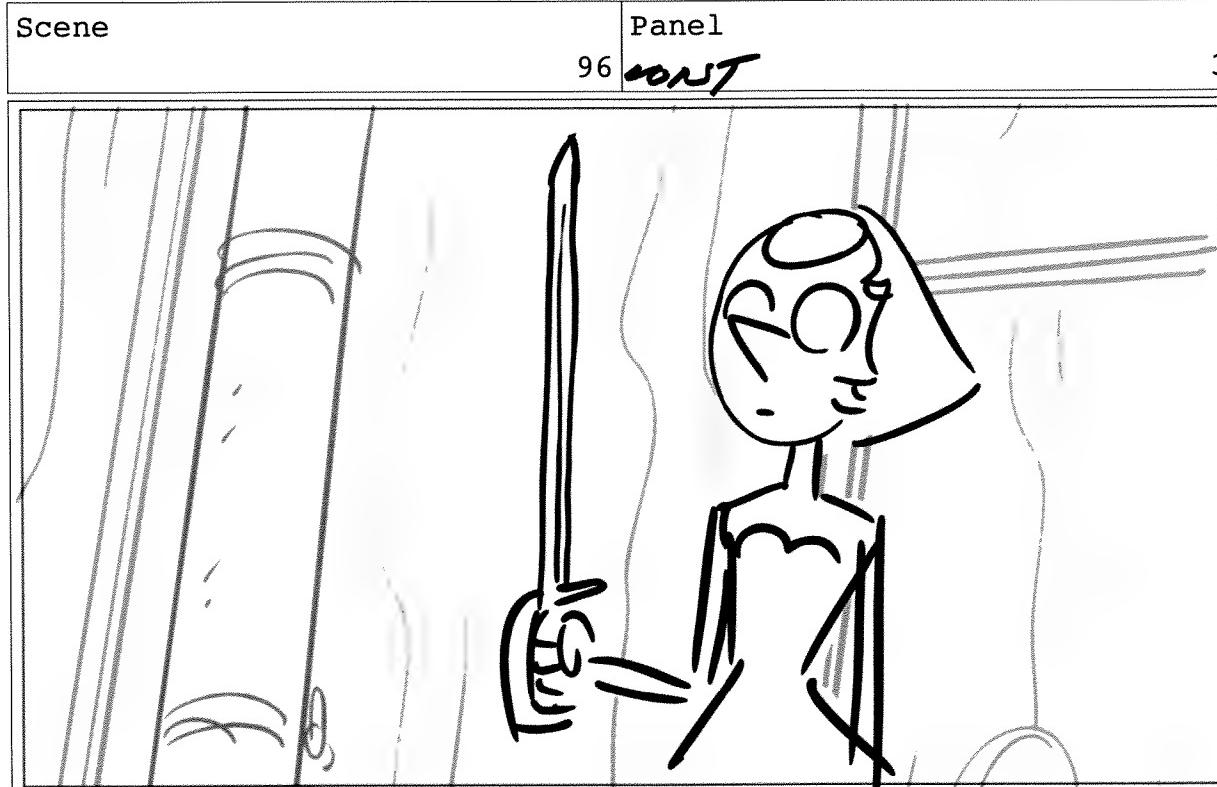
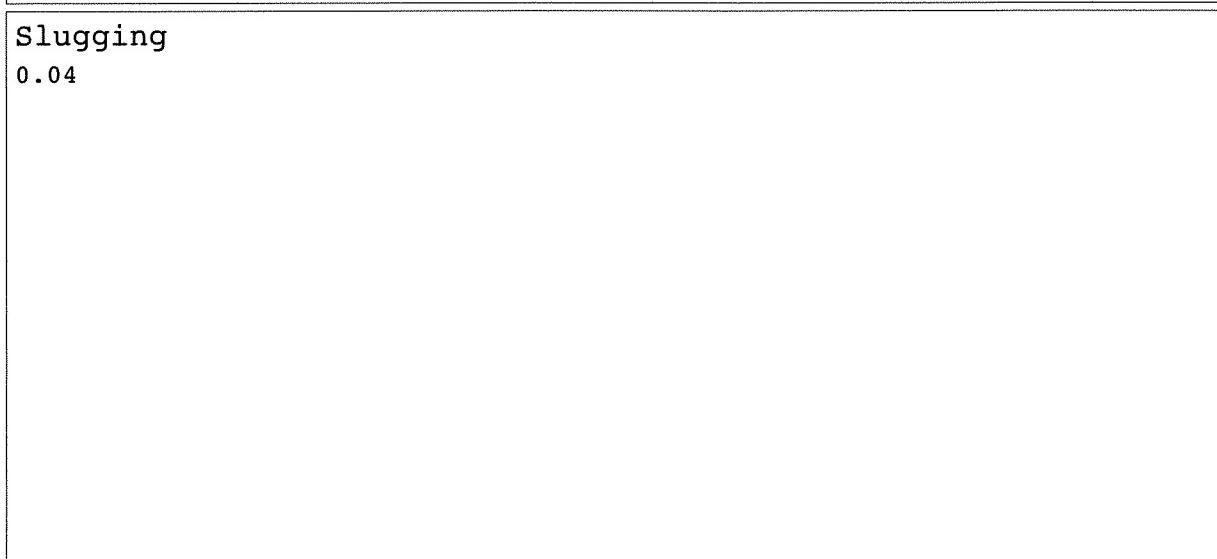
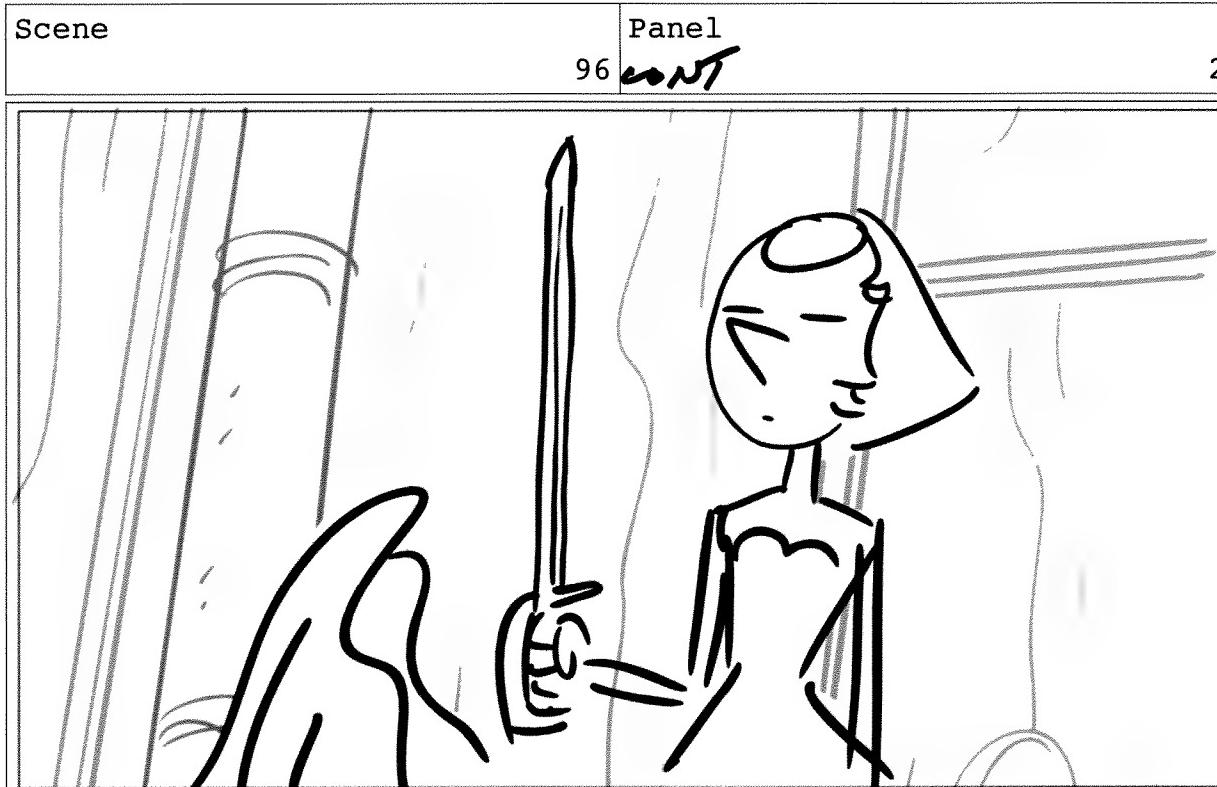
1020.013

Action Notes
Action continues from previous scene.

Slugging
0.04

AUG 06 2013

1020.013



1020.013

1020.012



Sc

1020 . 013

Dialogue

HP: Do you wish to engage in combat?

Slugging

3.09

Scene

Panel

97

1



Dialogue

AMETHYST: Steven...

Slugging

1.03

AUG 06 2013

1020 . 013

1020 . 013



1020.07.01

1020.07.01

**Dialogue**

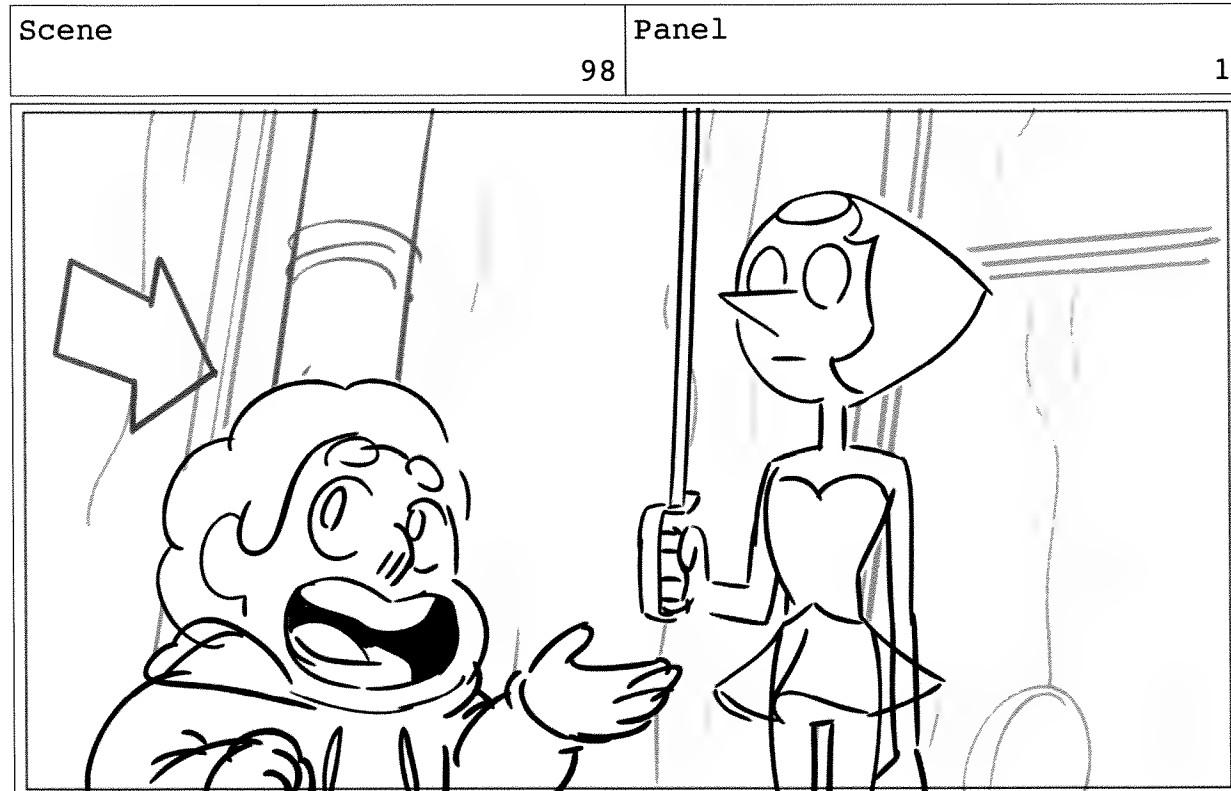
AMETHYST: ...cover that thing back up.

Action Notes

Amethyst floats IN West on her cloud.

Slugging

2.14

**Dialogue**

STEVEN: But it's like Pearl.

Action Notes

Steven walks towards Holo-Pearl.

Slugging

1.10

Notes

Need -SP- H.U. for Steven to previous scene - standing with his hands on his hips looking at Amethyst.

AUG 06 2013

1020.013



1020 . 013

Dialogue
STEVEN: Look at it!

Slugging
1.15

Slugging
Panels 1 to 3 = 4.06

Notes
Add -SP-

AUG 06 2013

1020 . 013

1020 . 013



Dialogue
AMETHYST: Yeeeeaaaah,

Action Notes
Amethyst lifts up.

Notes
Add -SP-



Dialogue
AMETHYST: that ain't Pearl.

Action Notes
Amethyst lifts up.

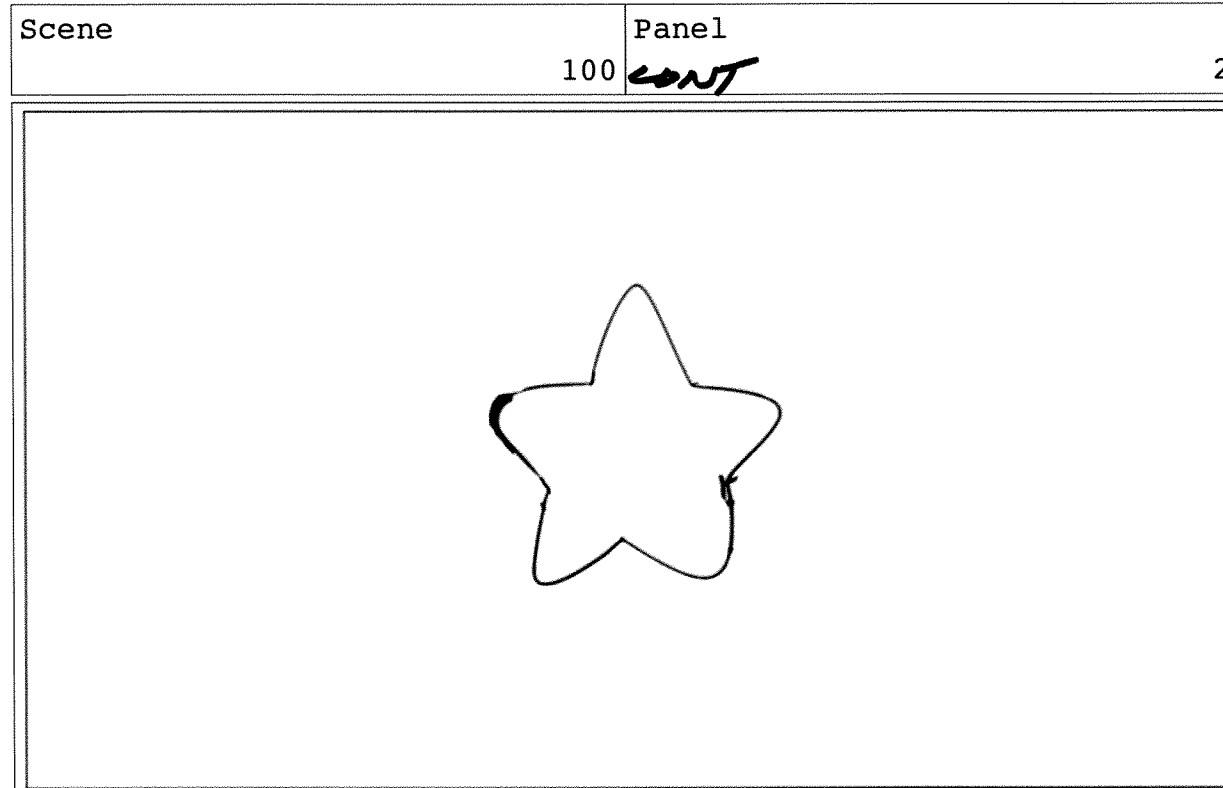
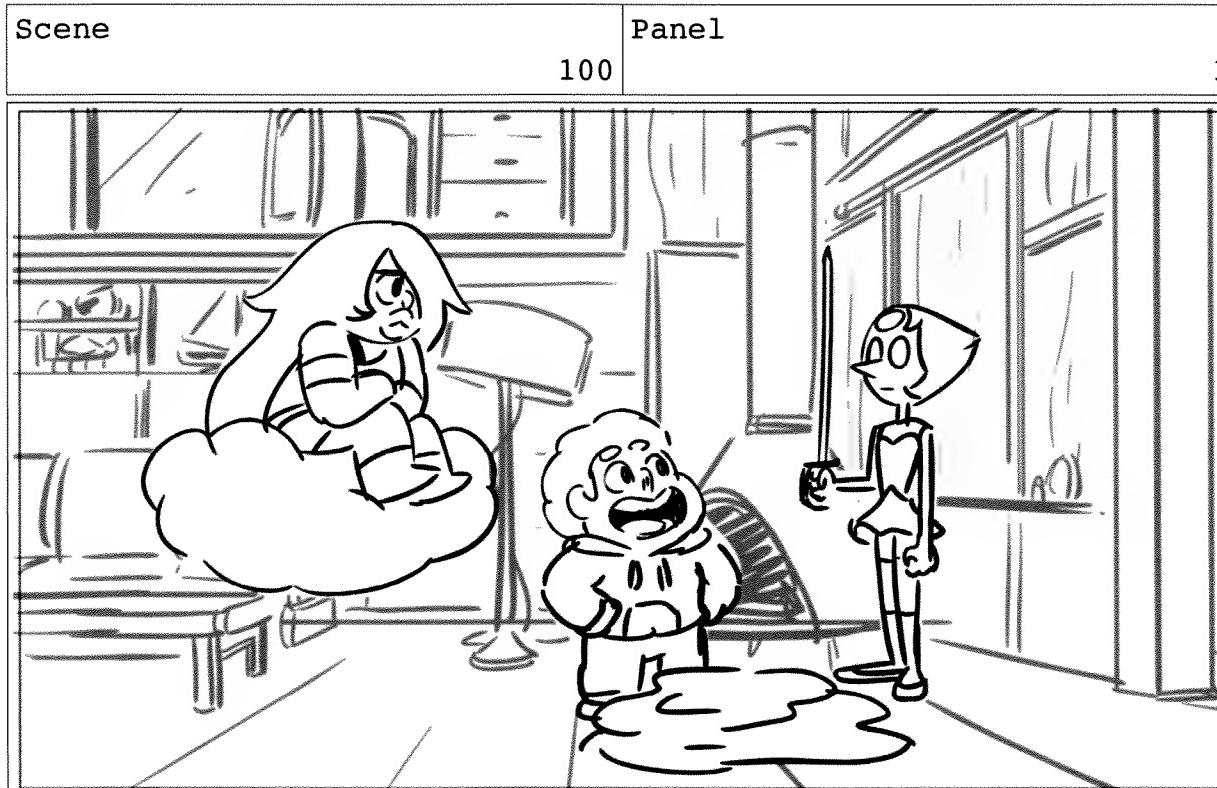
Notes
Add -SP-

AUG 06 2013

1020.013

1020.013

1020.013



1020 . 013

Dialogue

STEVEN: Well maybe I can get it to act like her.

Slugging

Panels 1 + 2 = 4.00

Star wipe starts at: 3.07

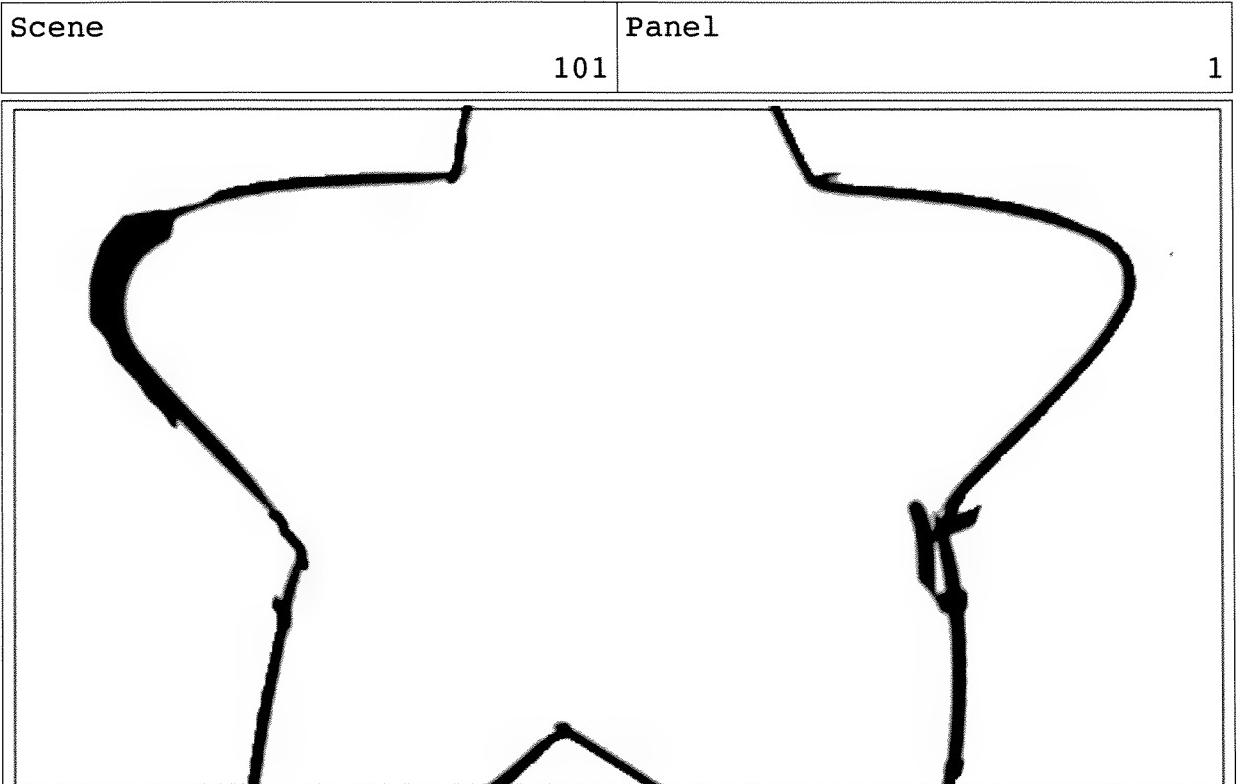
Notes

H.U. Amethyst to previous scene.

1020 . 013

AUG 06 2013

1020 . 013



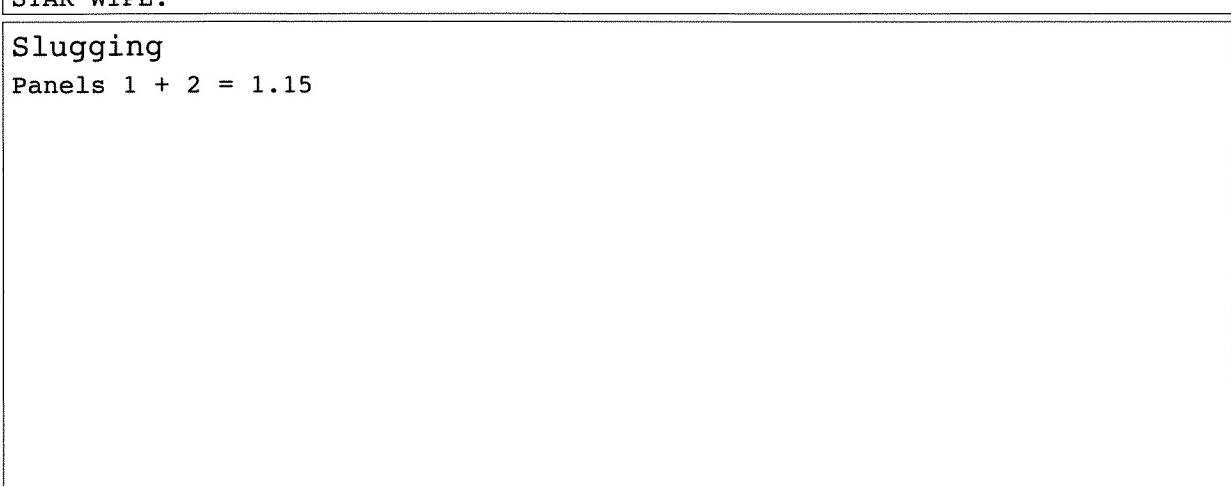
1020.013

Action Notes

STAR WIPE.

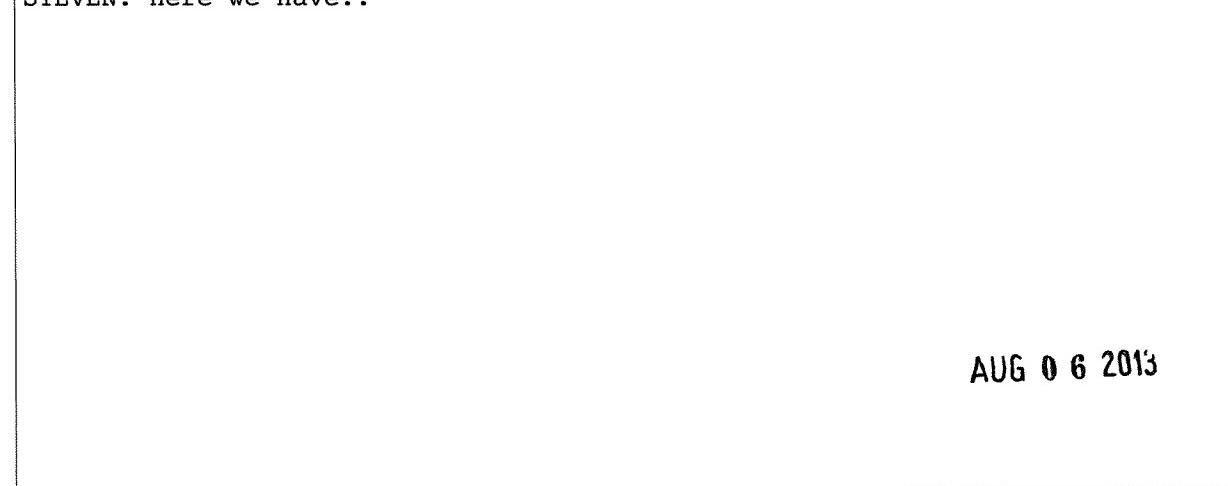
Slugging

Panels 1 + 2 = 1.15



Dialogue

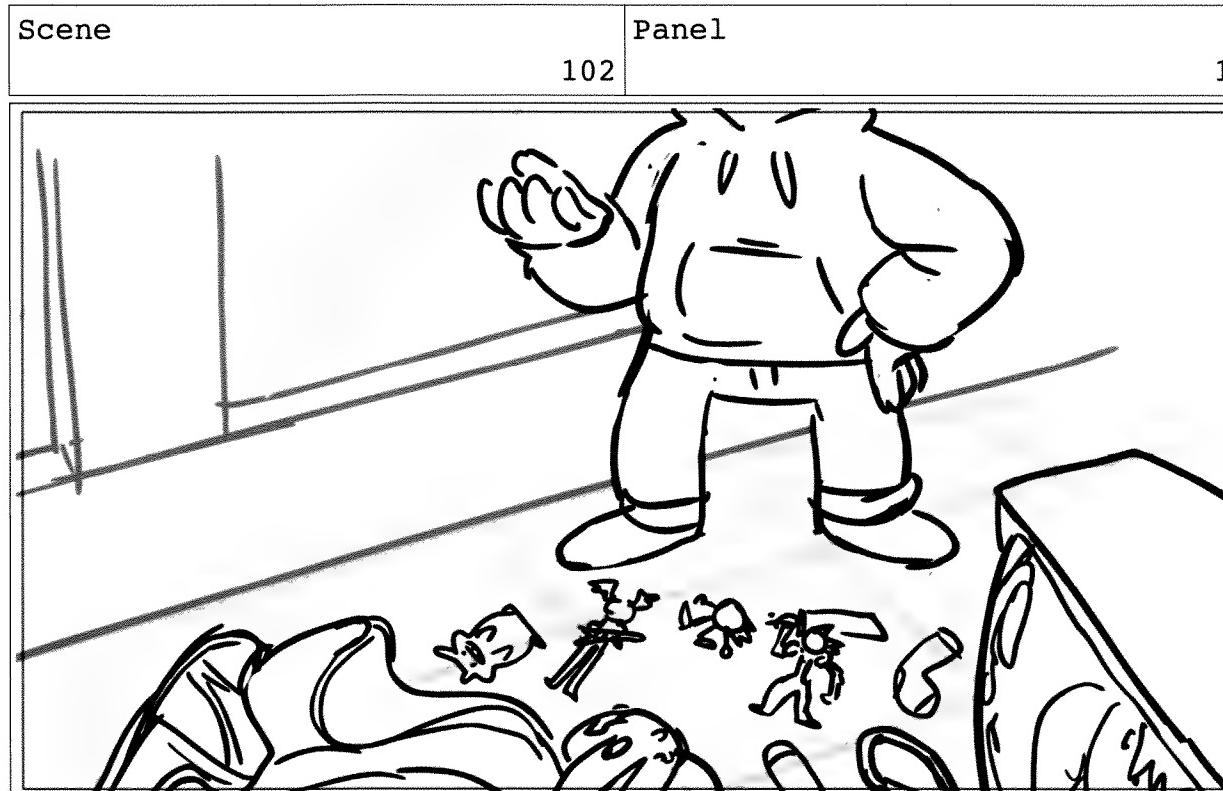
STEVEN: Here we have..



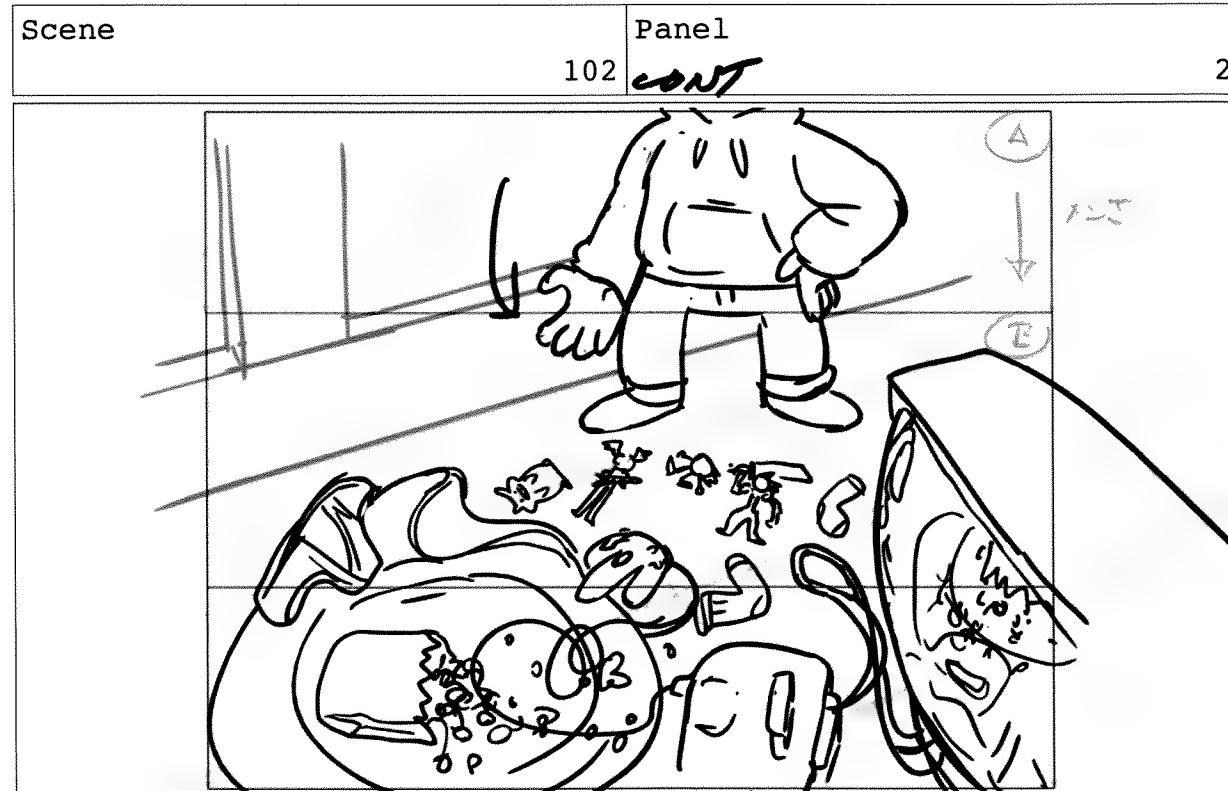
AUG 06 2013

1020.013

1020.013



Slugging
0.07



Dialogue
STEVEN: ... a MESS.

Action Notes

Camera ADJ South follows Steven's hand's movement DOWN, reveal messy floor.

Slugging

ADJ: 0.09

Then HOLD: 0.14

AUG 06 2013

1020.013

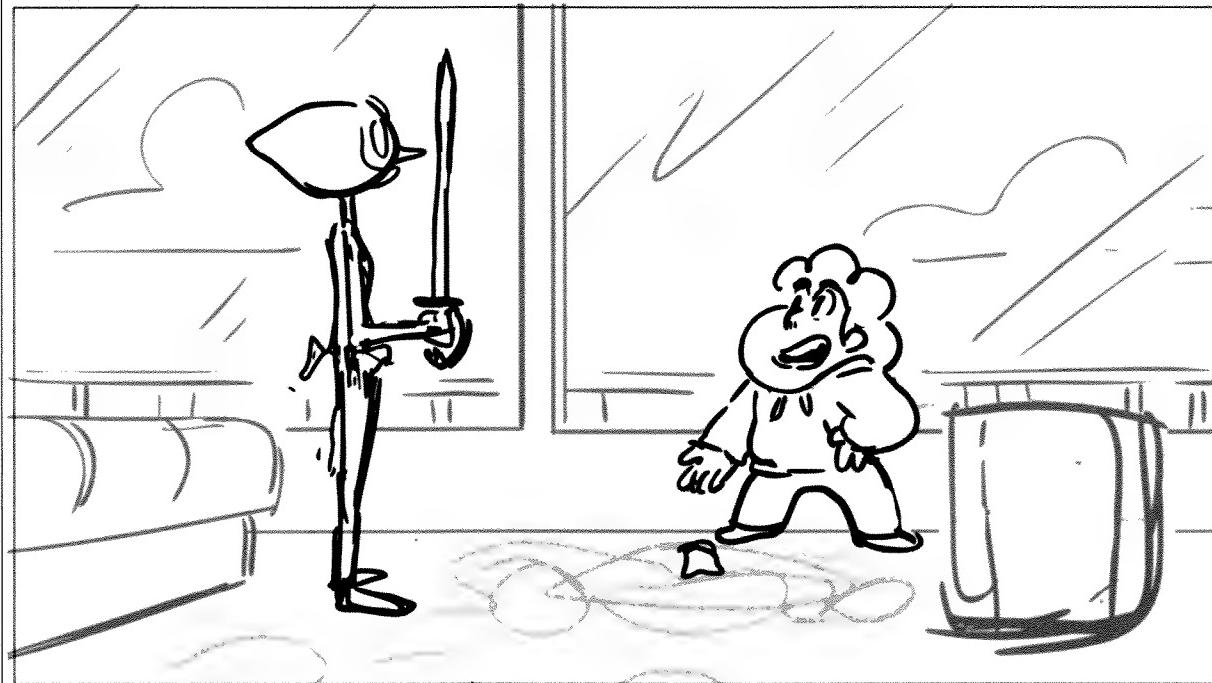


Scene

103

Panel

1



1020.013

Dialogue

STEVEN: Organizing messes is one of Pearl's favorite hobbies!

Slugging

4.05

Scene

104

Panel

1



1020.013

Dialogue

STEVEN: Here, let me show you how it's done.

Action Notes

Steven bends down towards bottom of frame.

Slugging

3.03

Notes

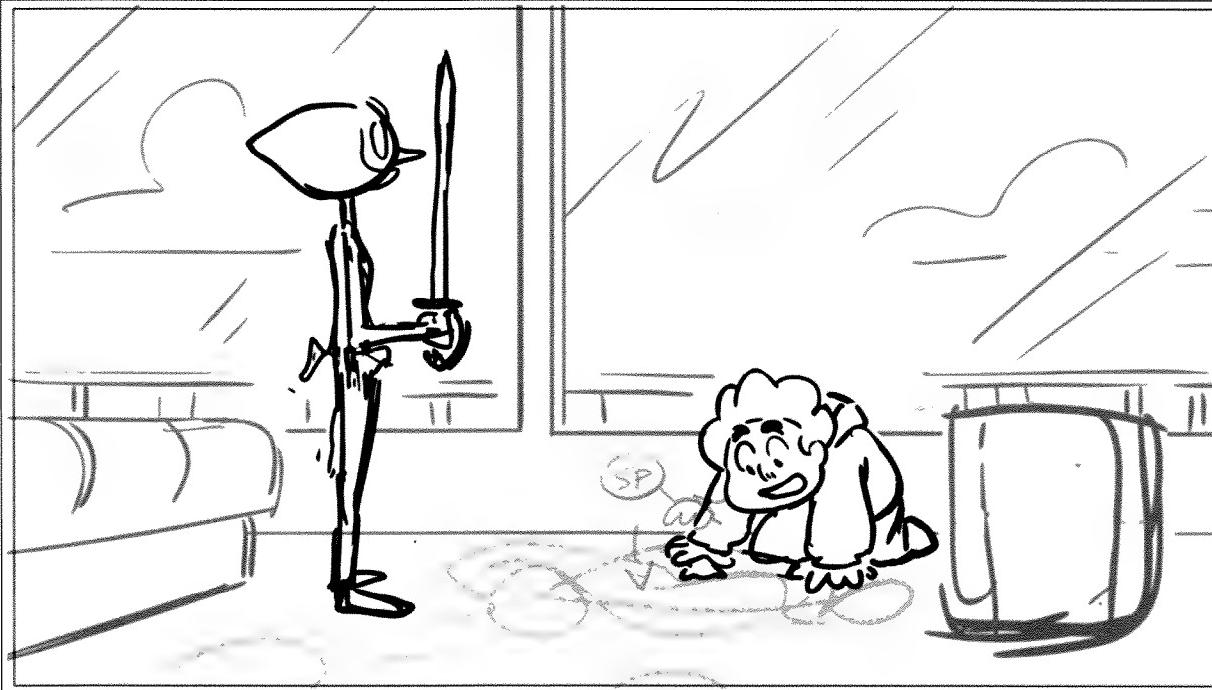
-SP- H.U. Steven to previous scene.

AUG 06 2013

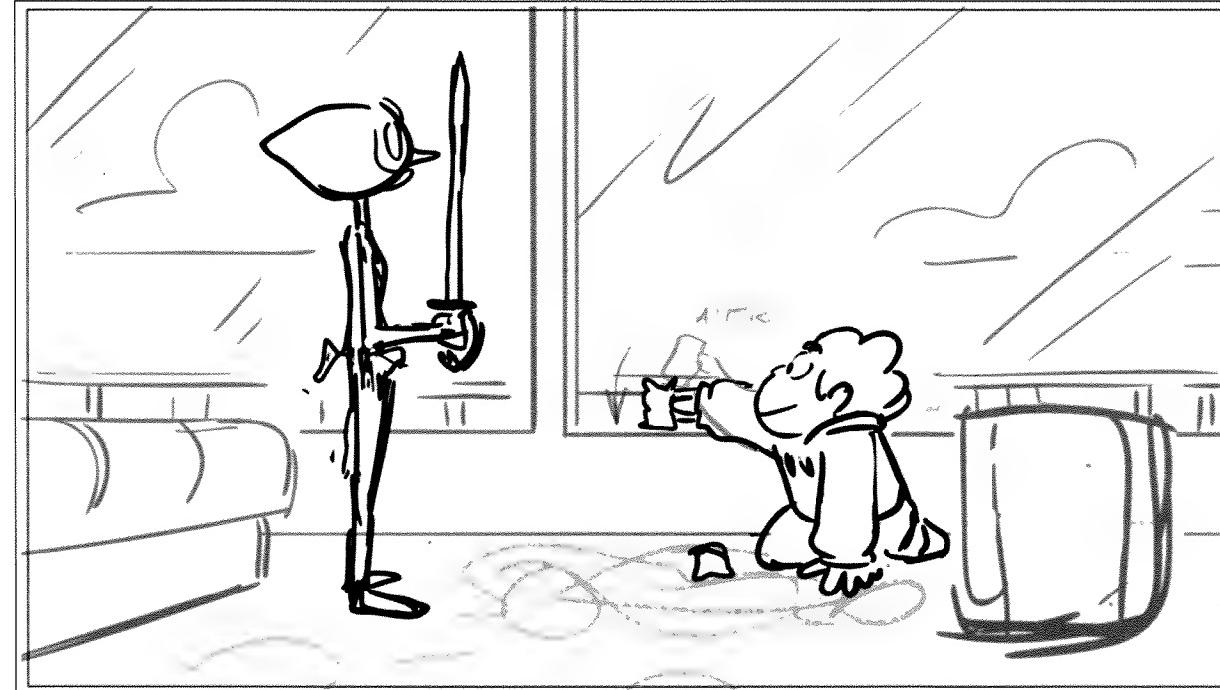
1020.013



Scene	105	Panel	1
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Scene	105	Panel	2
-------	-----	-------	---



1020.013

Dialogue

STEVEN: Pearl likes to organize them by...

Slugging

2.09

Notes

Need H.U. for Steven - H.U. to previous scene by having Steven stand and then bend down OR in previous scene have Steven look down and drop out of frame.

Dialogue

STEVEN: ...type.

Action Notes

Steven lifts a toy off the ground and places it on the windowsill.

Slugging

1.00

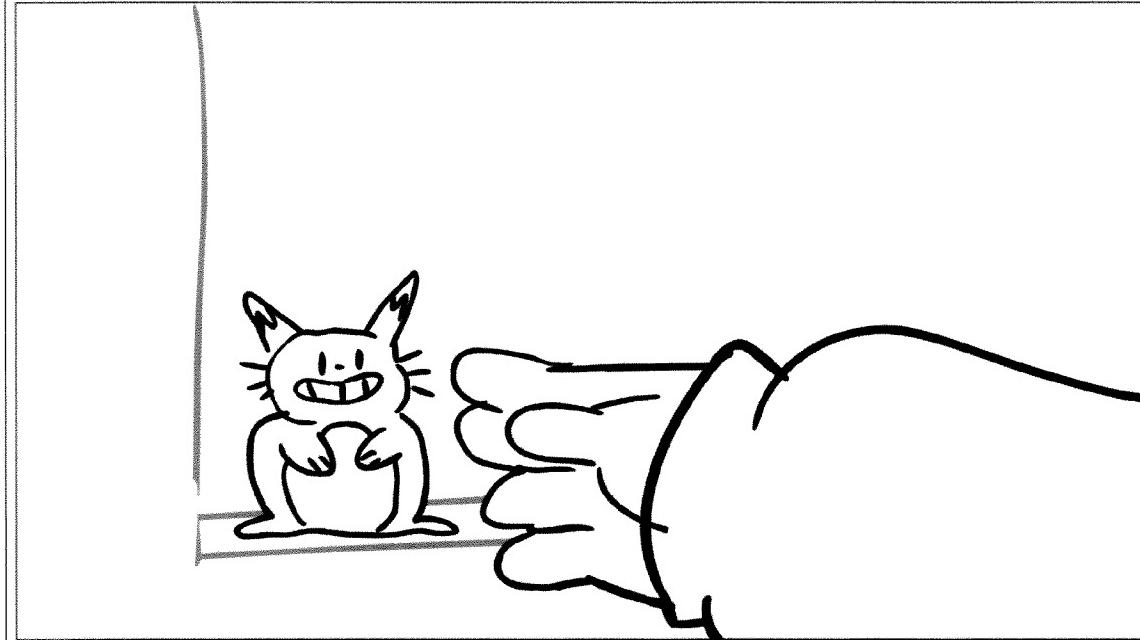
AUG 06 2012

1020.013

1020.013



Scene 106 Panel 1

**Dialogue**

STEVEN: Animal,

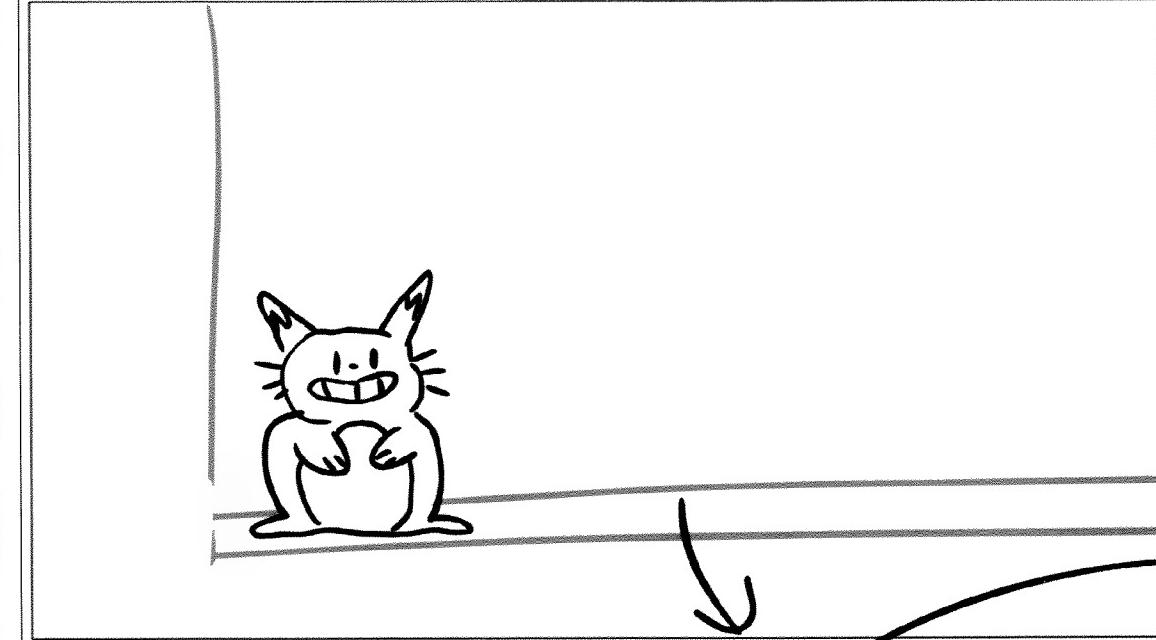
Action Notes

Steven's right hand places the toys on the sill, one by one.

Slugging

1.06

Scene 106 Panel 2

**Action Notes**

Stevens hand OUT screen bottom.

Slugging

0.10

AUG 06 2013

1020.013

1020.013

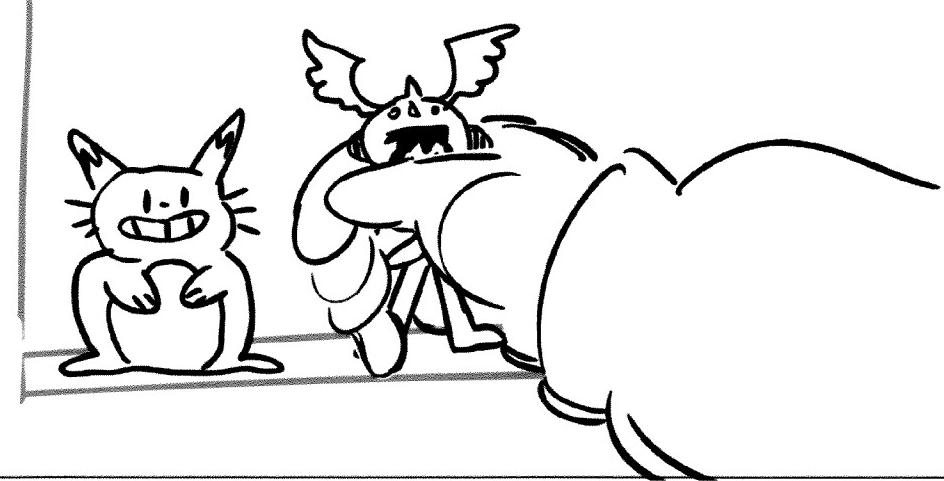
1020.013



Scene

Panel
106 *cont*

3



Scene

Panel
106 *cont*

4



1020 . 013

Dialogue

STEVEN: humanoid,

Action Notes

Steven places another toy on sill.

Slugging

Panels 3 + 4 = 1.13

Dialogue

STEVEN: humanoid,

Action Notes

Steven places another toy on sill.

Slugging

1.13

AUG 0 @ 200

1020 . 013

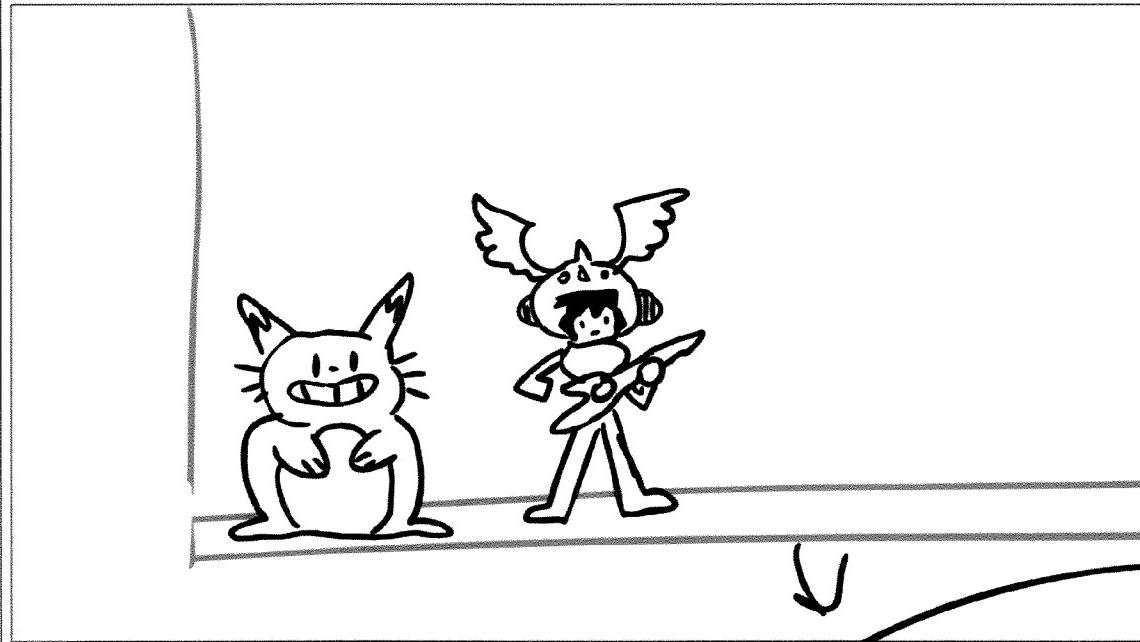
1020 . 013



Steven The Sword Fighter

Page 228

Scene 106 Panel 106 *cont* 5



Action Notes

Stevens hand OUT screen bottom.

Slugging

0.10

Scene 106 Panel 106 *cont* 6



Dialogue

STEVEN: miscellaneous..

Action Notes

Steven places another toy on sill.

Slugging

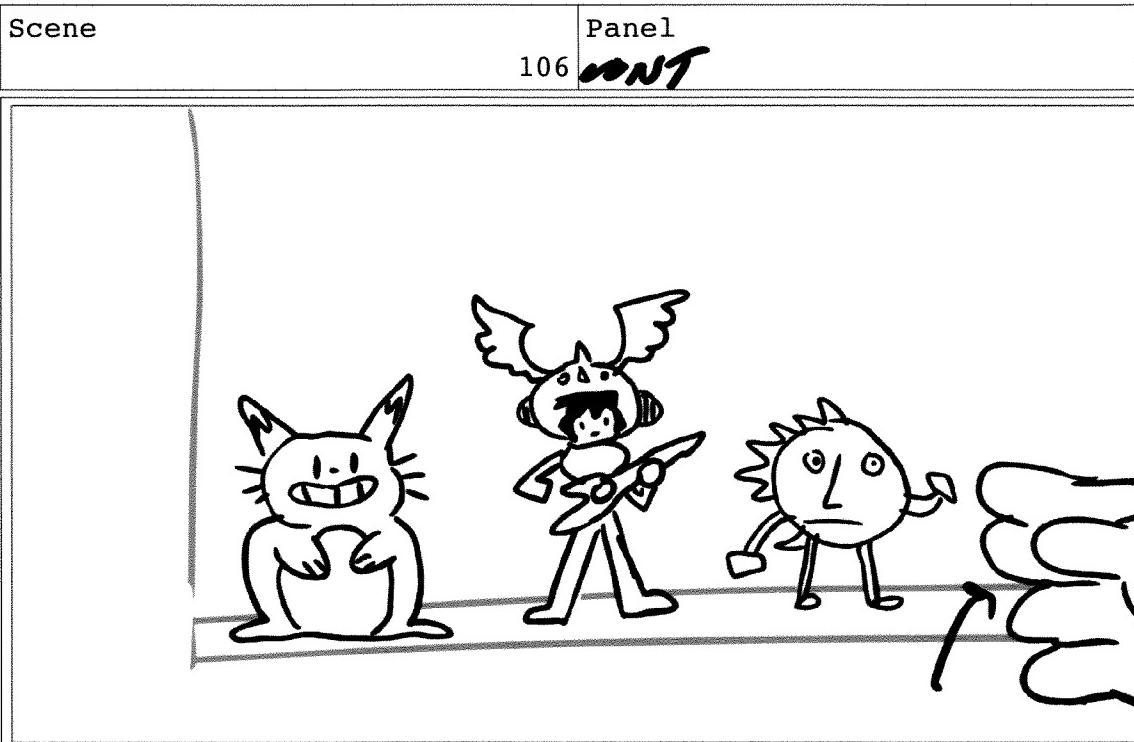
Panels 6 + 7 = 2.07

AUG 06 2013

1020-013

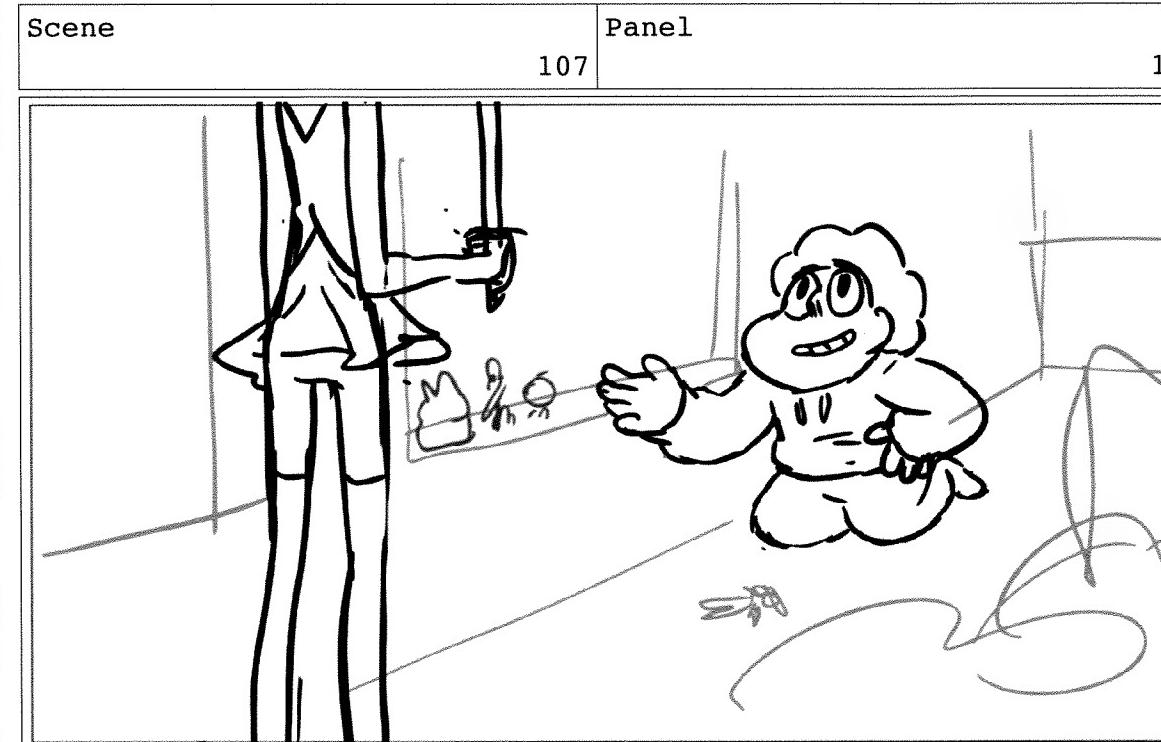
1020-013

1020-013



Dialogue
STEVEN: miscellaneous..

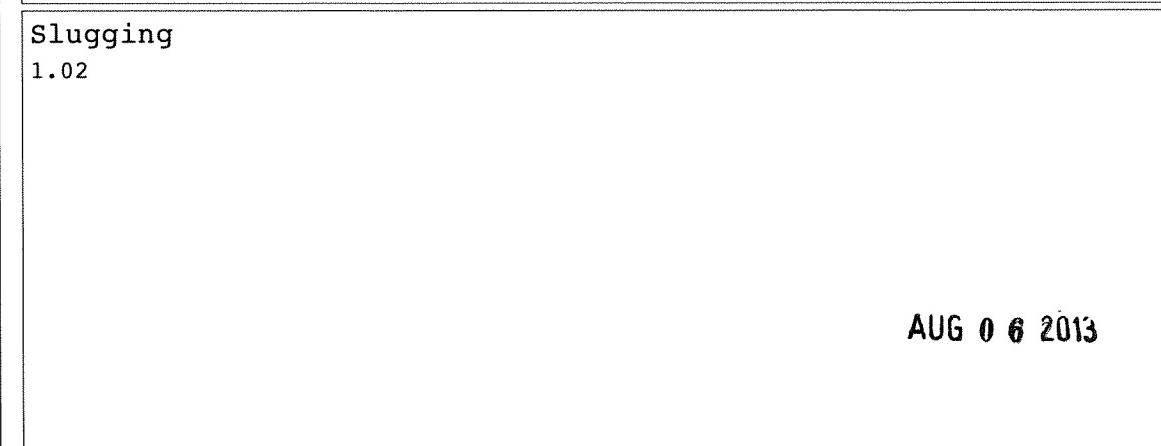
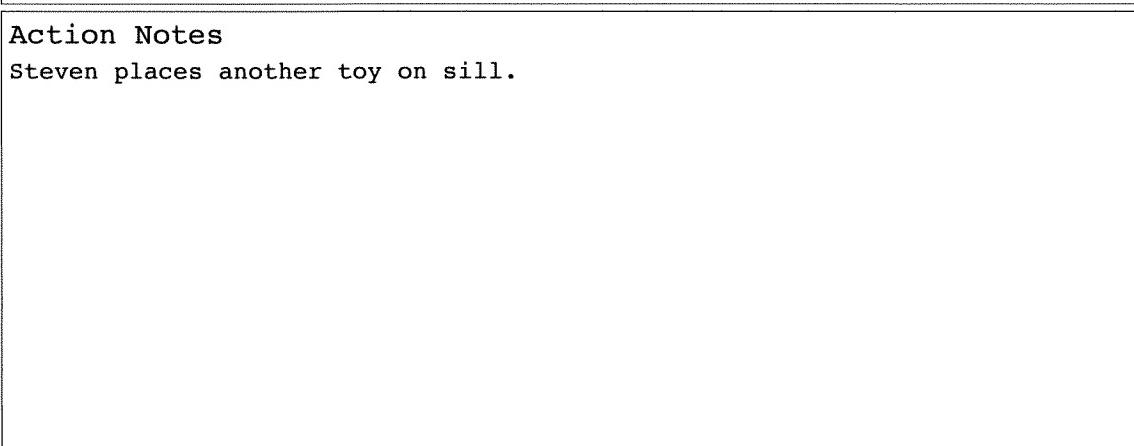
Action Notes
Steven places another toy on sill.



Dialogue
STEVEN: See?

Slugging
1.02

AUG 06 2013





Steven The Sword Fighter

Page 230/

Scene

Panel
107 cont

2



Scene

Panel
107 cont

3



Action Notes

Steven reaches down to pick up another toy.

Slugging

0.08

Dialogue

STEVEN: Now you try!

Action Notes

Steven presents toy to Holo-Pearl.

Slugging

2.04

AUG 06 2013

1020.013

1020.013

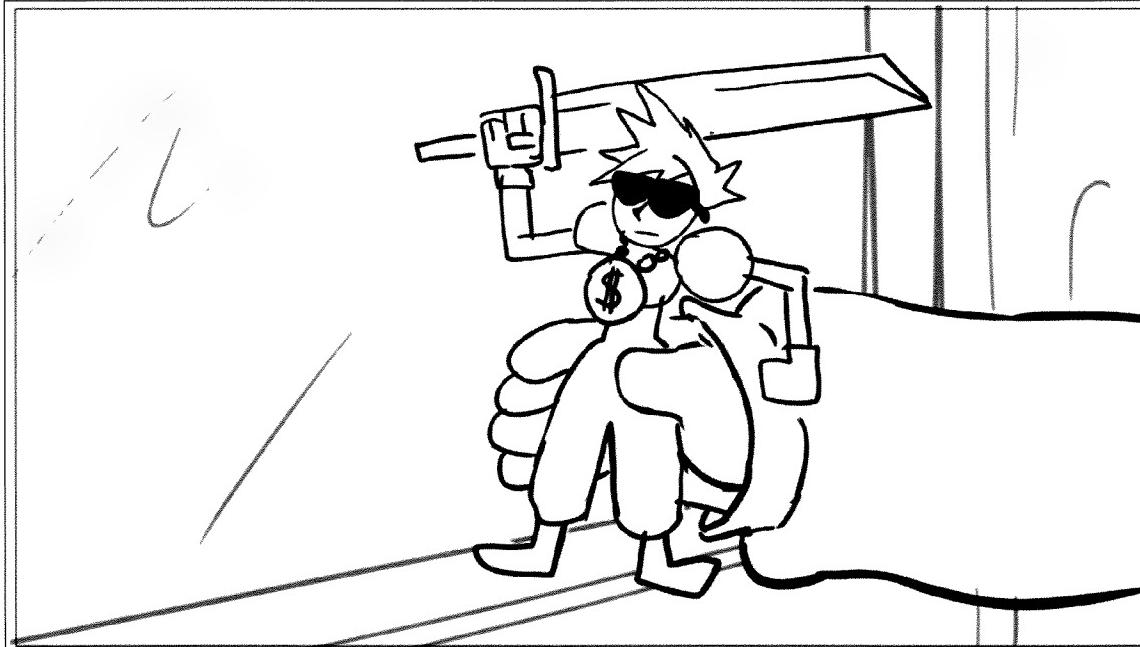
1020.013



Steven The Sword Fighter

Page 231.

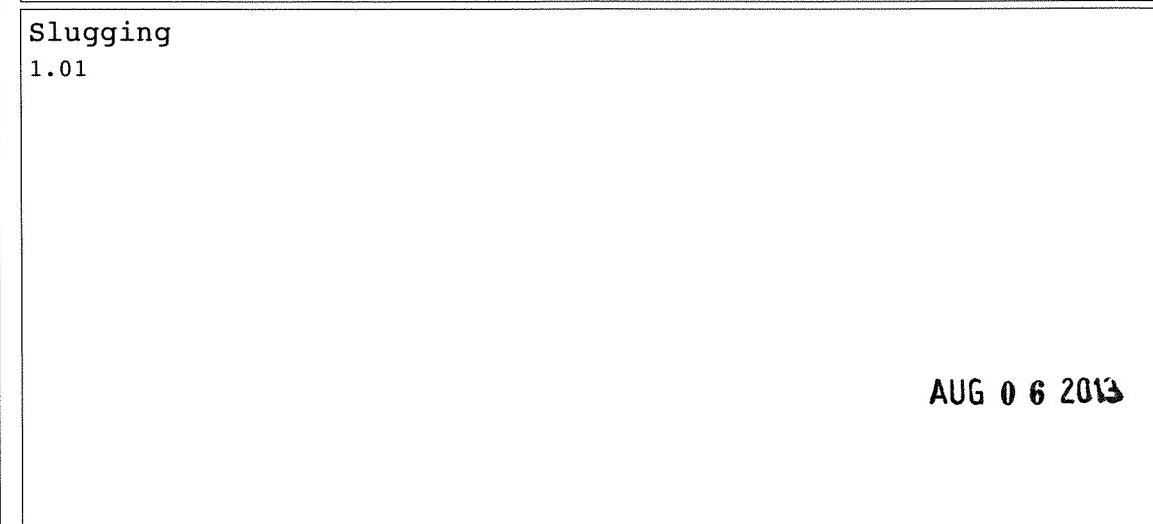
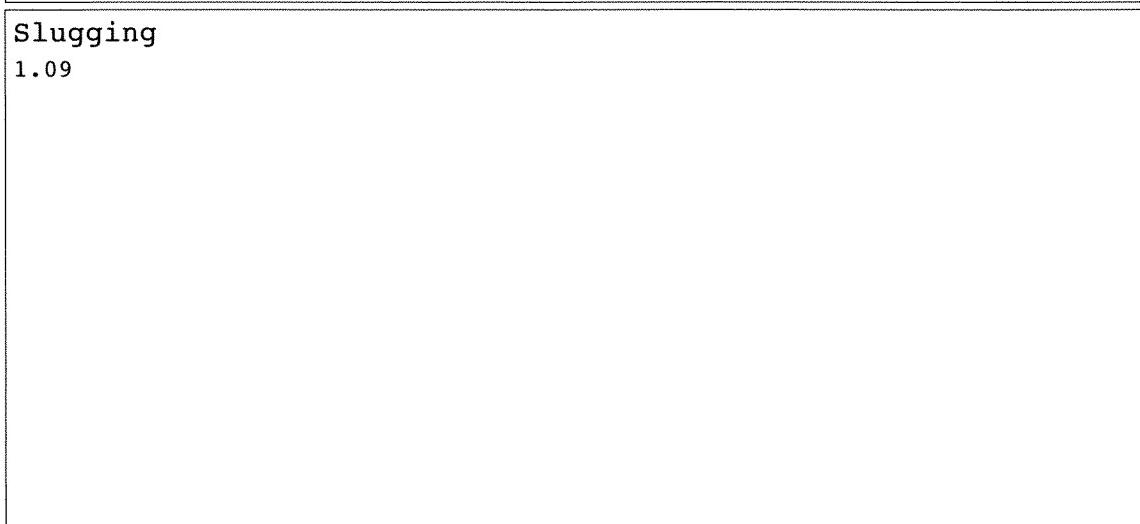
Scene	108	Panel	1
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Scene	109	Panel	1
-------	-----	-------	---



1020-013



1020-013

Scene

Panel

109 *cont*

2



Action Notes

Holo-Pearl glitches, the sword is unaffected.

Slugging

0.09

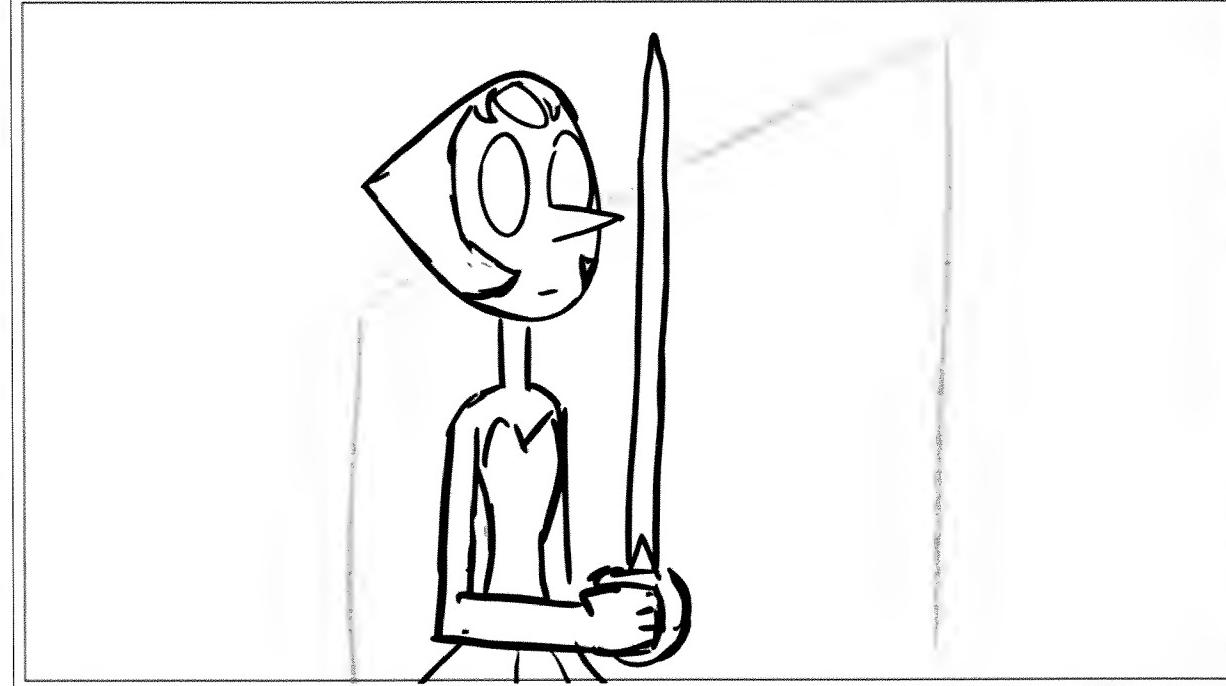


Scene

Panel

109 *cont*

3



Slugging

0.11

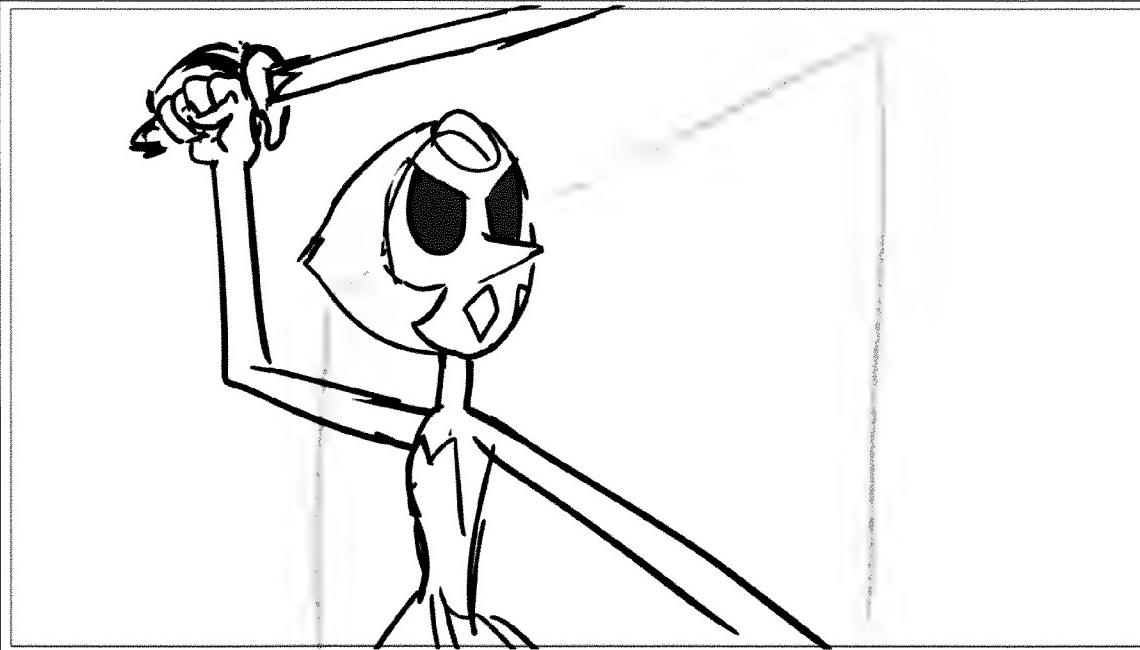
AUG 06 2013

1020.013

1020.013



Scene 109 Panel 4
109 *cont*

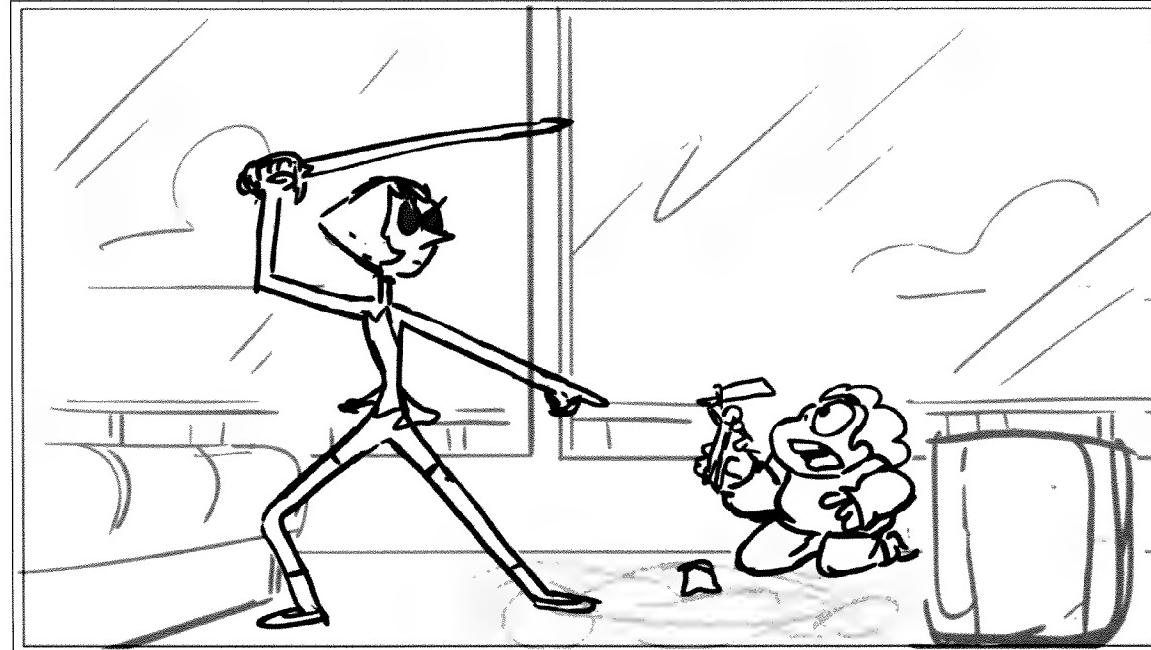


Dialogue
HP: You've drawn your sword in vain!

Action Notes
Holo-Pearl suddenly raises sword and eyes turn red.

Slugging
2.09

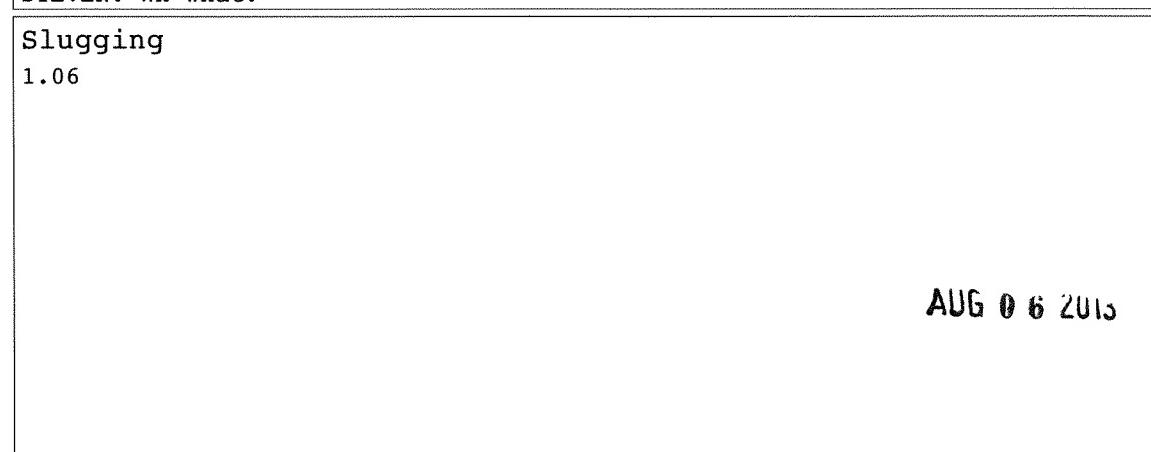
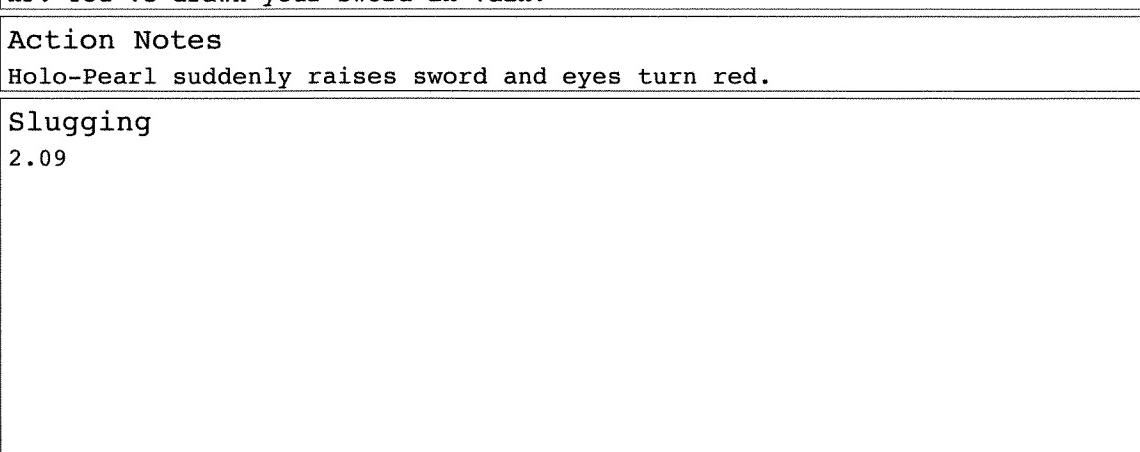
Scene 110 Panel 1
110



Dialogue
STEVEN: Wh-what?

Slugging
1.06

AUG 06 2015



1020.013

1020.013

1020.013



1020 : 013

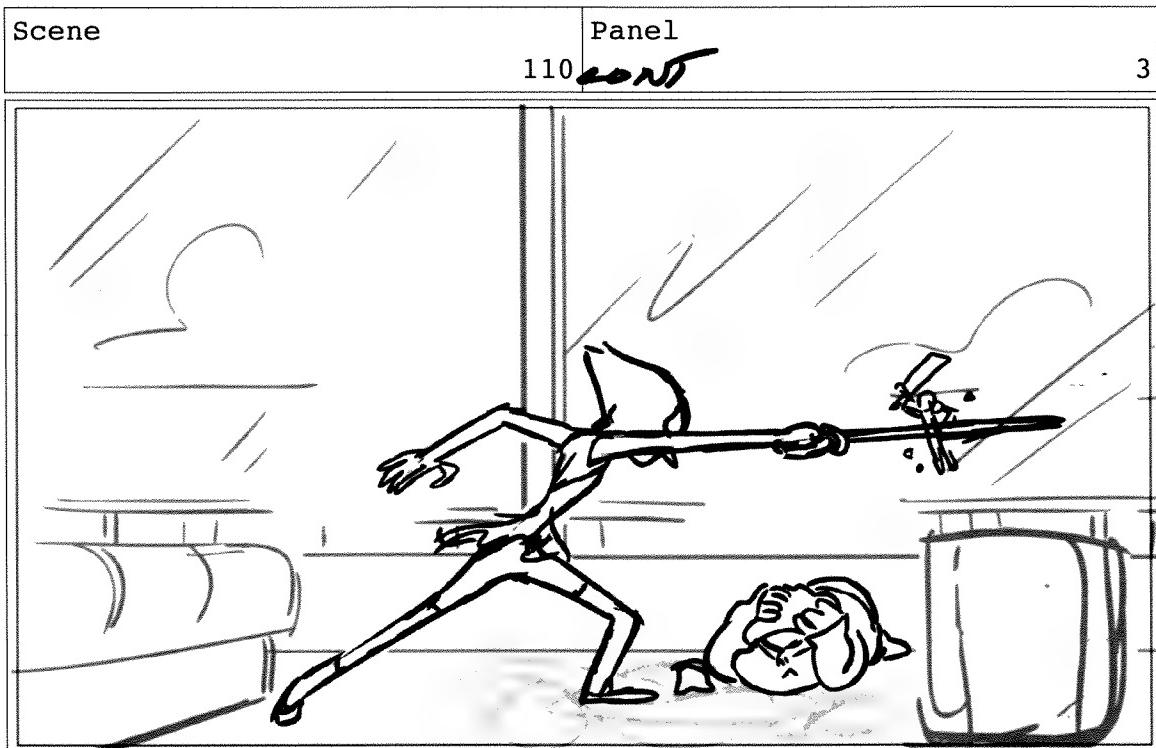
**Action Notes**

Steven throws his arms in the air in surprise, accidentally throwing the toy into the air.

Holo-Pearl raises her point finger towards the toy. She antics back.

Slugging

0.08

**Dialogue**

STEVEN: Ah!

Action Notes

Holo-Pearl stabs sword through toy as Steven ducks for cover.

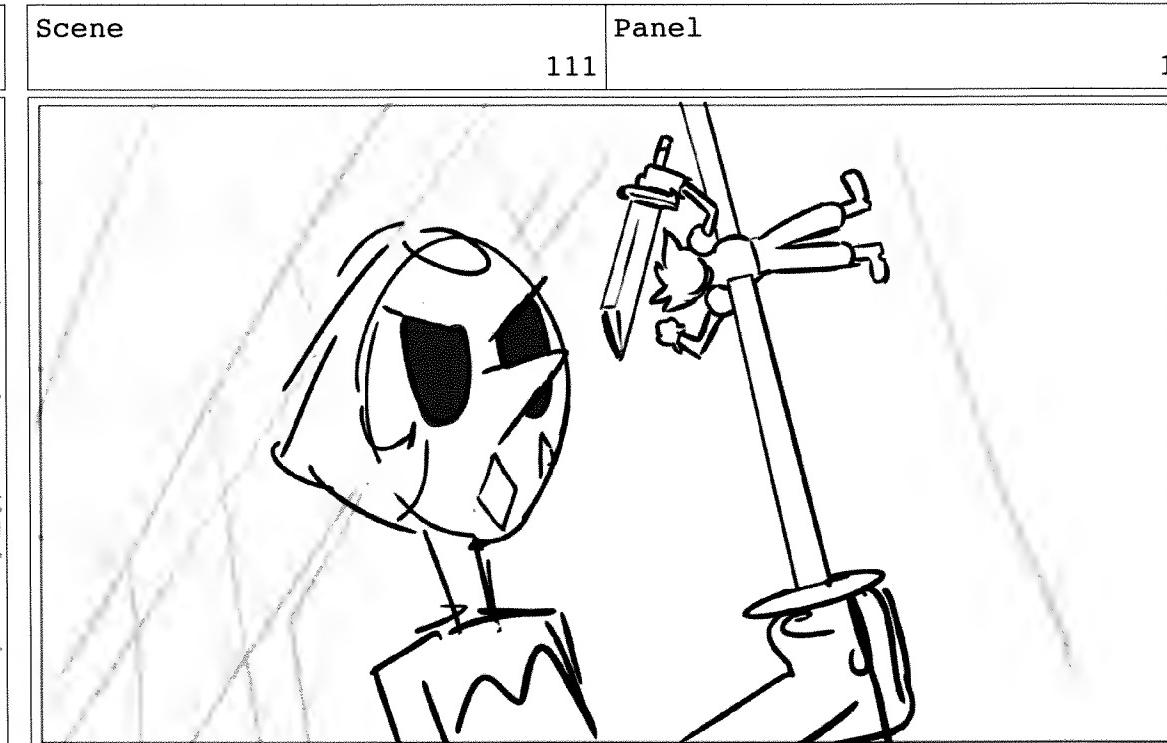
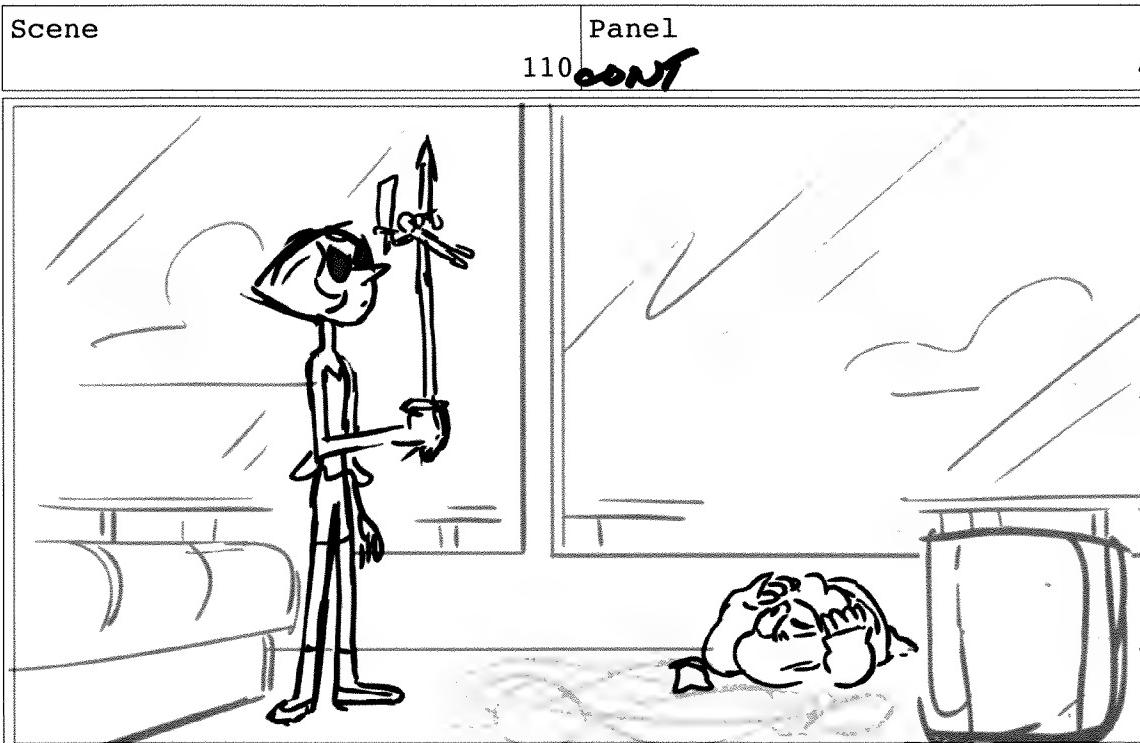
Slugging

0.13

AUG 06 2013

1020 : 013

1020 : 013



Action Notes
Holo-Pearl steps back and looks at skewered toy.

Steven peeks one eye open to look.

Slugging
1.00

Dialogue
HP: Challenger defeated.

Slugging
2.05

AUG 06 2013

1020.013

1020.013

1020.013



Scene

Panel
111 cont

2



Action Notes

Holo-Pearl's eyes return to normal.

Slugging

1.07

Scene

Panel
112

1



Slugging

0.06

AUG 06 2013

1020.013

1020.013

1020.013

**Dialogue**

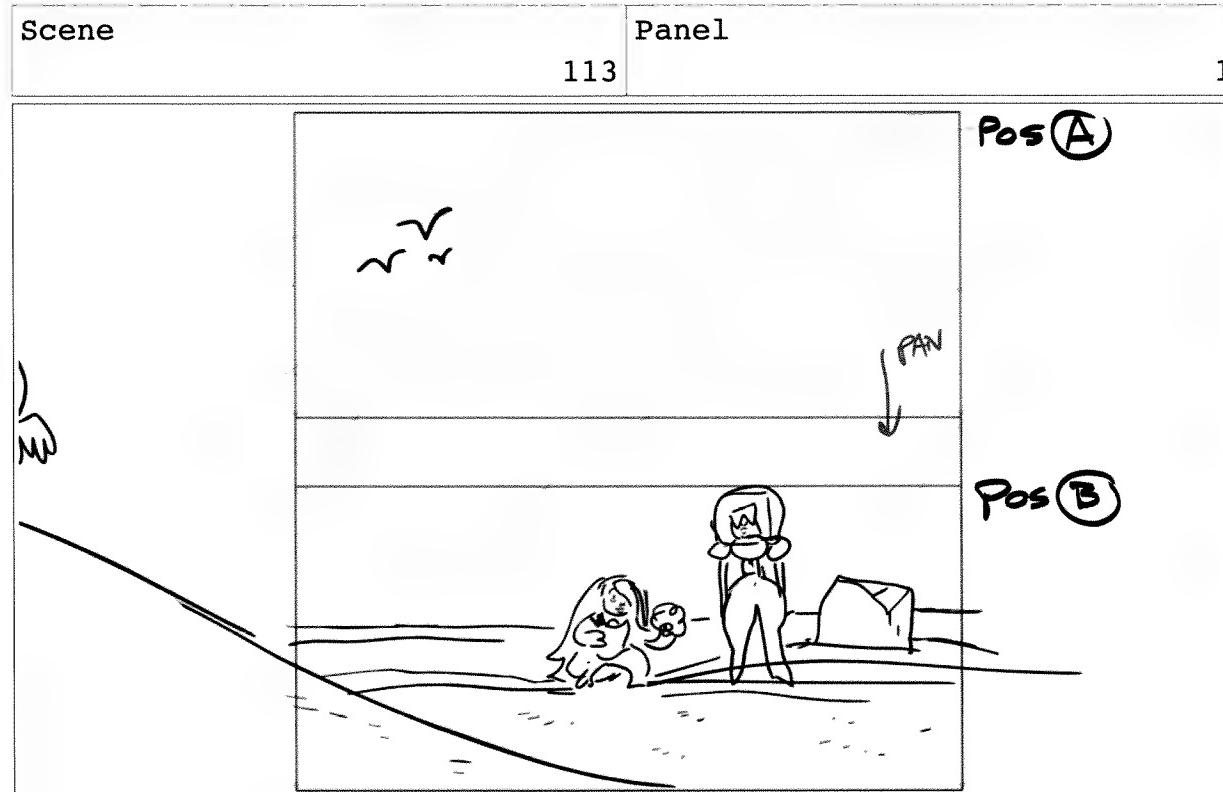
STEVEN: *Exhale* Maybe we need to try something else..

Action Notes

Steven scratches his head.

Slugging

4.08

**Action Notes**

Shot of overcast sky with seagulls flying in the distance.

Camera ADJ South - to show Amethyst and Garnet.

Slugging

HOLD: 1.12

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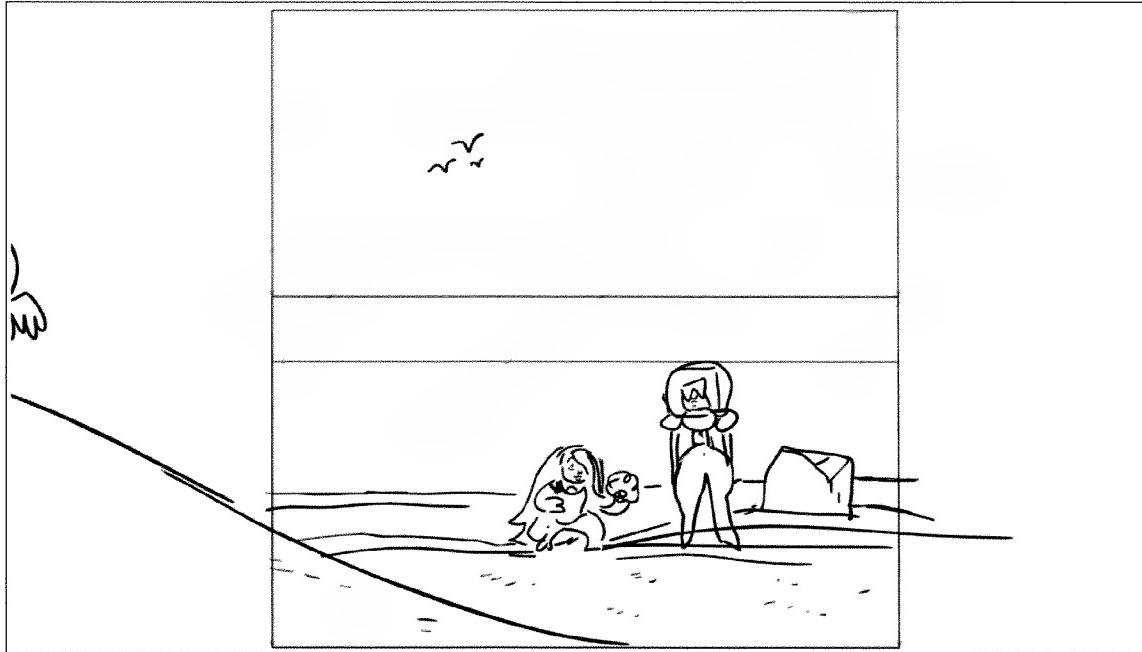
1020.013

1020.013



1020 . 013

Scene	Panel	
113	cont	2

**Action Notes**

Shot of overcast sky with seagulls flying in the distance.

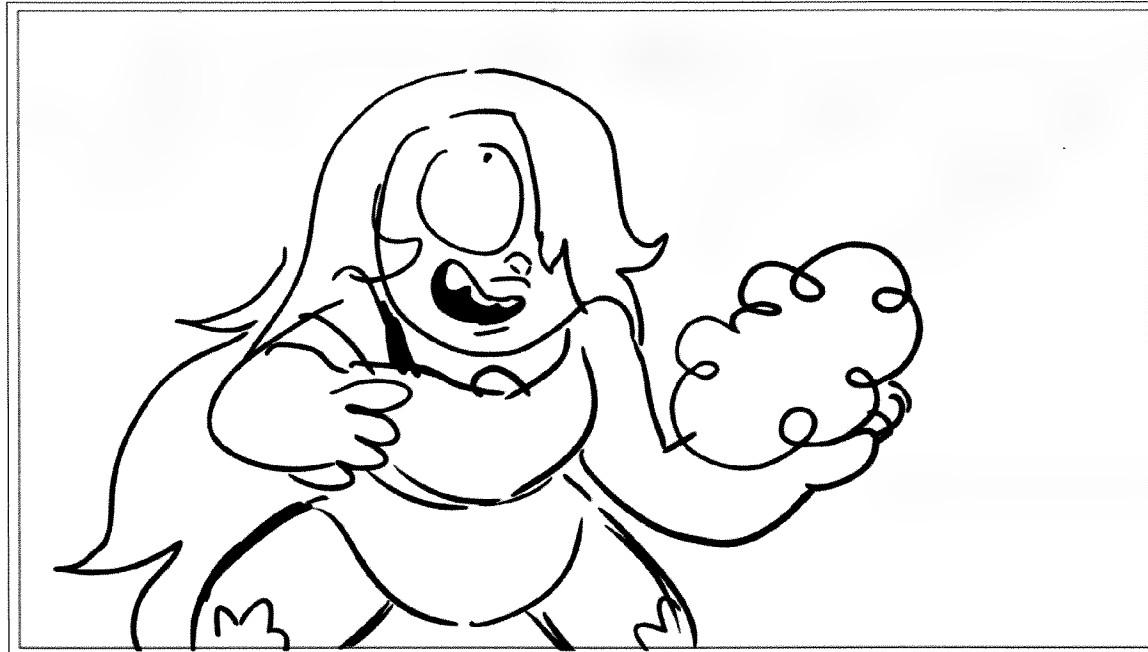
Amethyst has a cloud in her hand.

Slugging

ADJ: 0.11

Then HOLD: 0.14

Scene	Panel	
114	1	

**Dialogue**

AMETHYST: I'm gonna do it.

Action Notes

Amethyst has a cloud in her hand.

Slugging

2.05

AUG 06 2013

1020 . 013

1020 . 013



Scene	Panel	
115		1



Dialogue

GARNET: Go on then.

Slugging

1.10

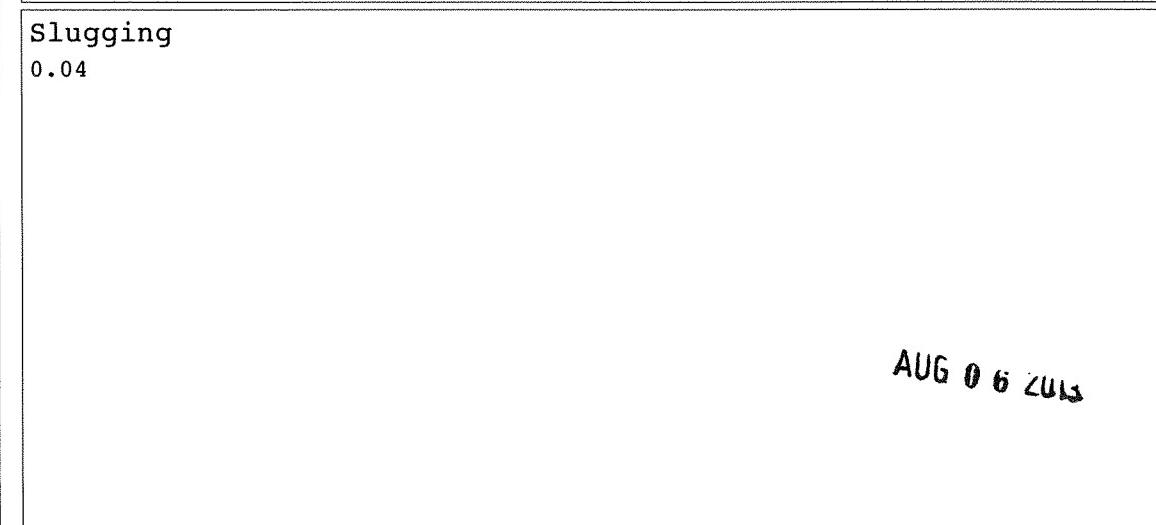
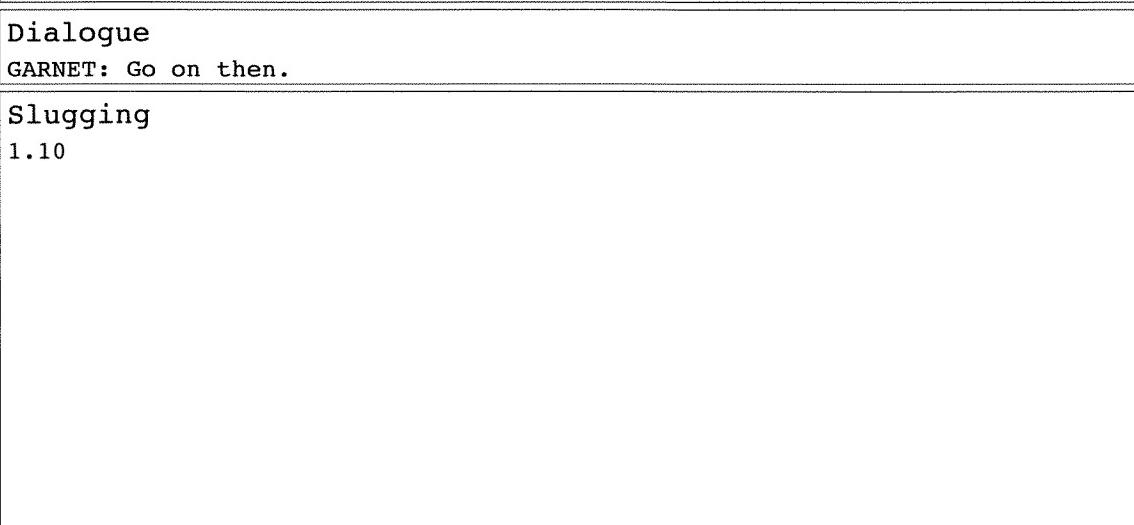
Scene	Panel	
116		1



Slugging

0.04

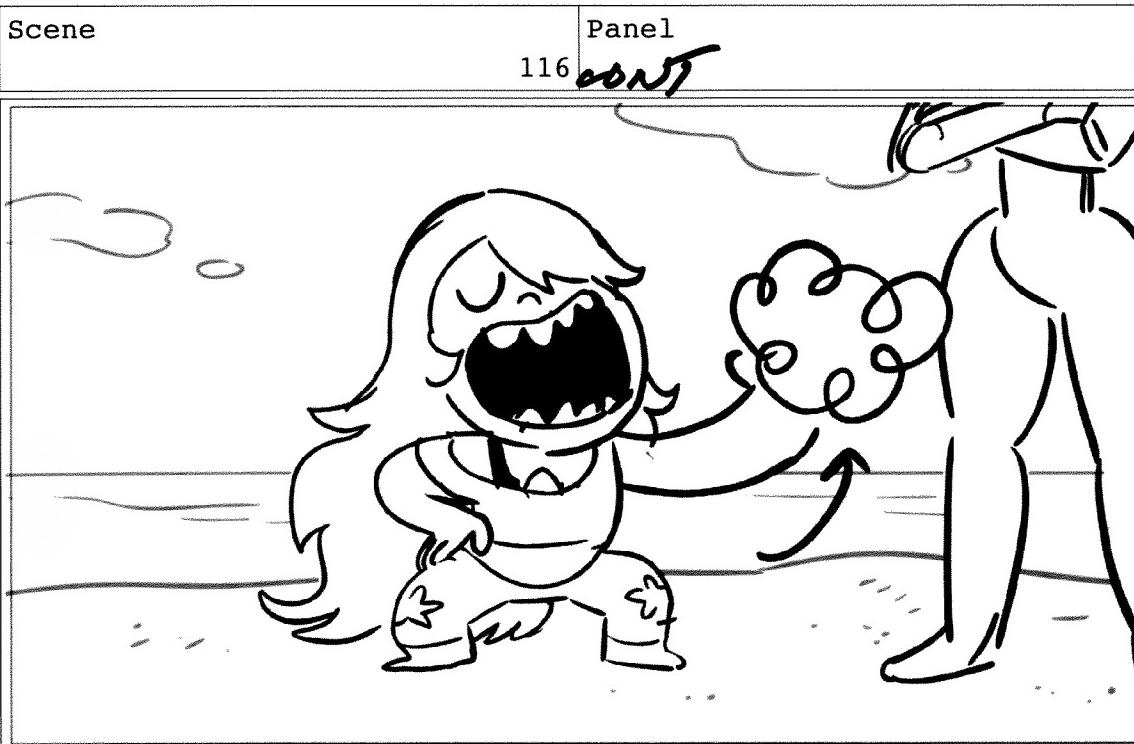
AUG 06 2013



1020.013

E10 - 07.01

1020.013

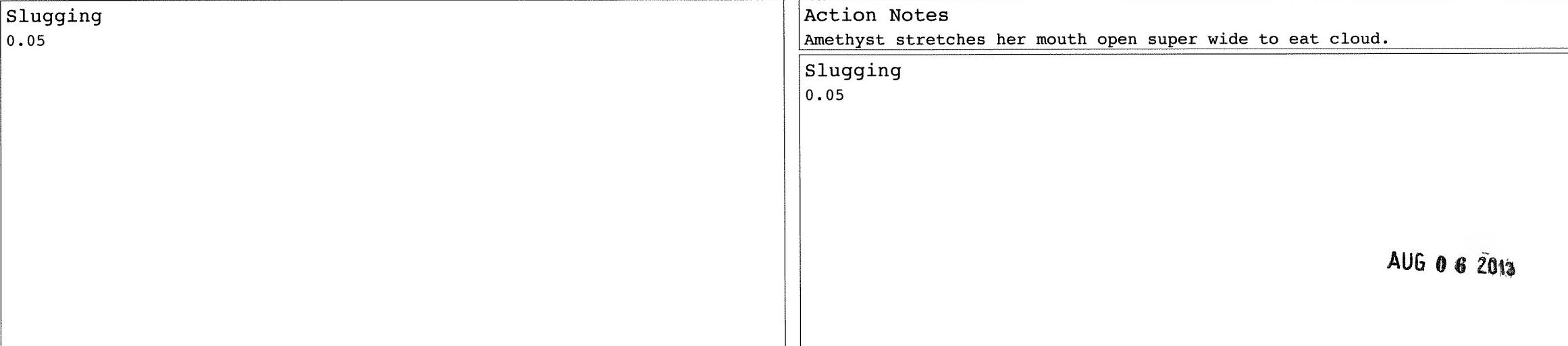


Slugging
0.05

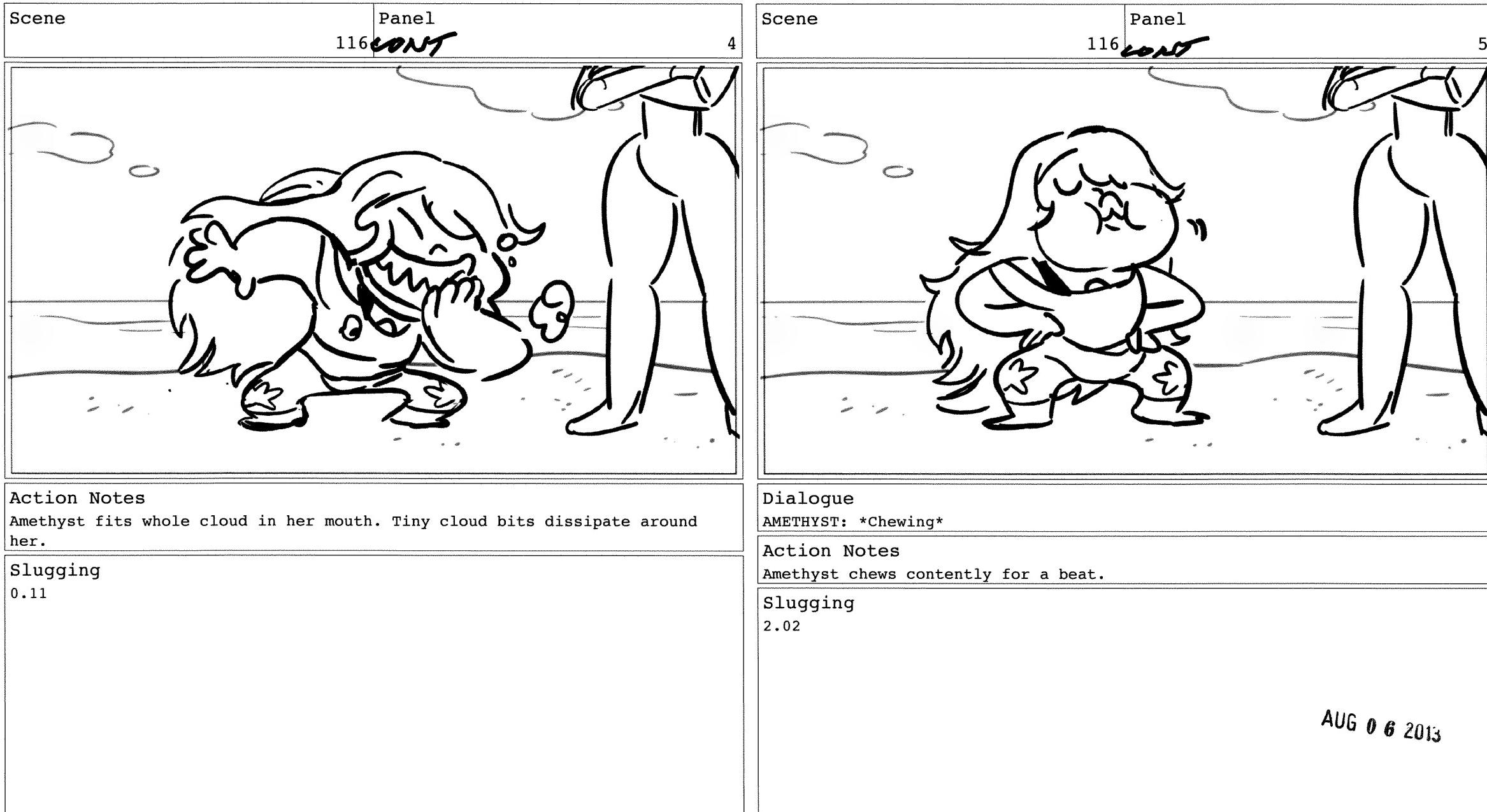
Action Notes
Amethyst stretches her mouth open super wide to eat cloud.

Slugging
0.05

AUG 06 2013



1020.013



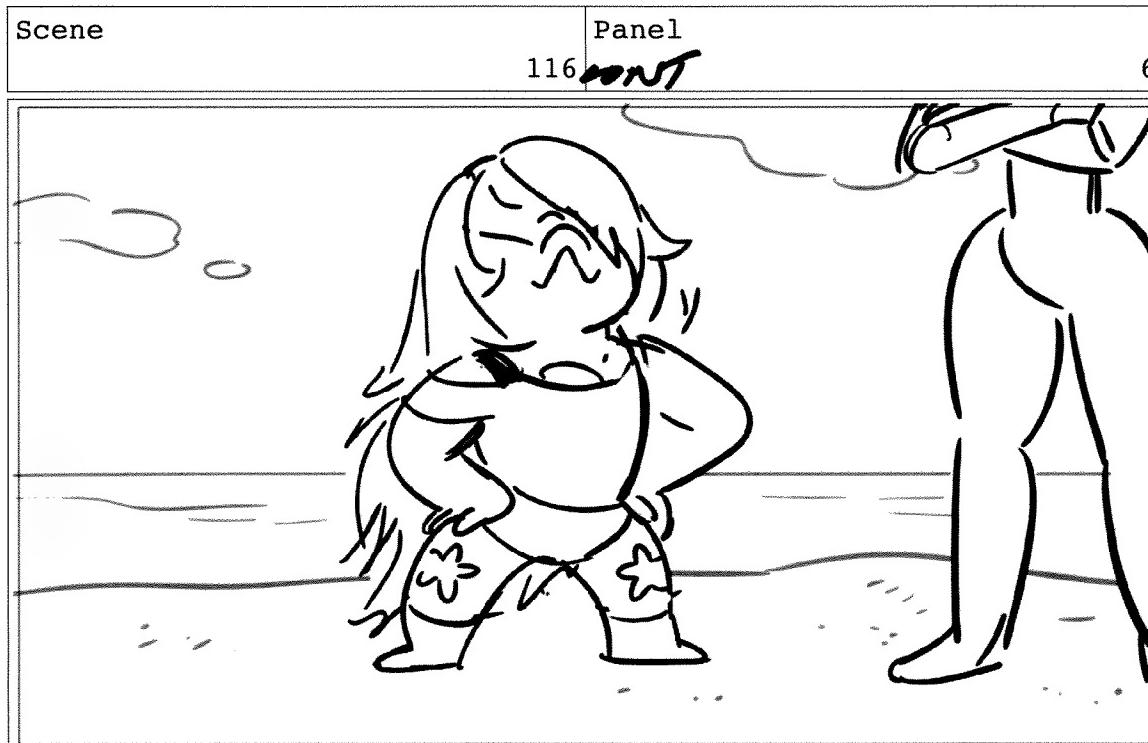
1020.013

1020.013

1020.013



1020.013



Dialogue

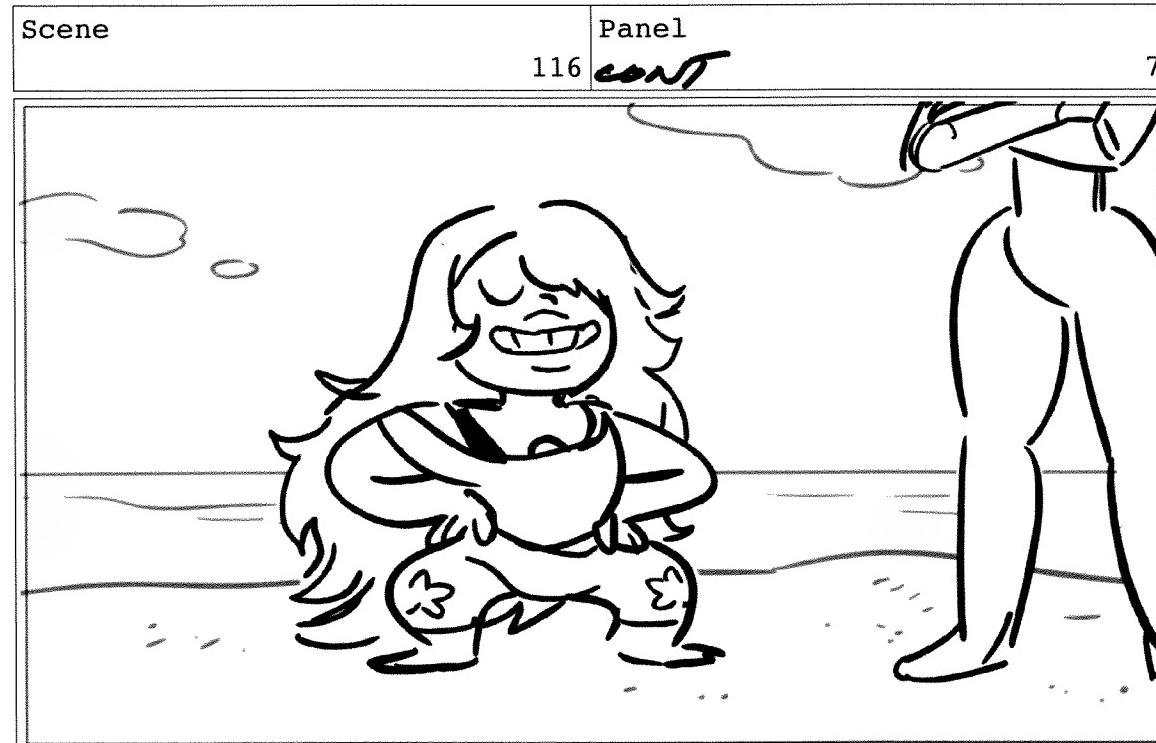
AMETHYST: *gulp*

Action Notes

Amethyst swallows cloud.

Slugging

1.00



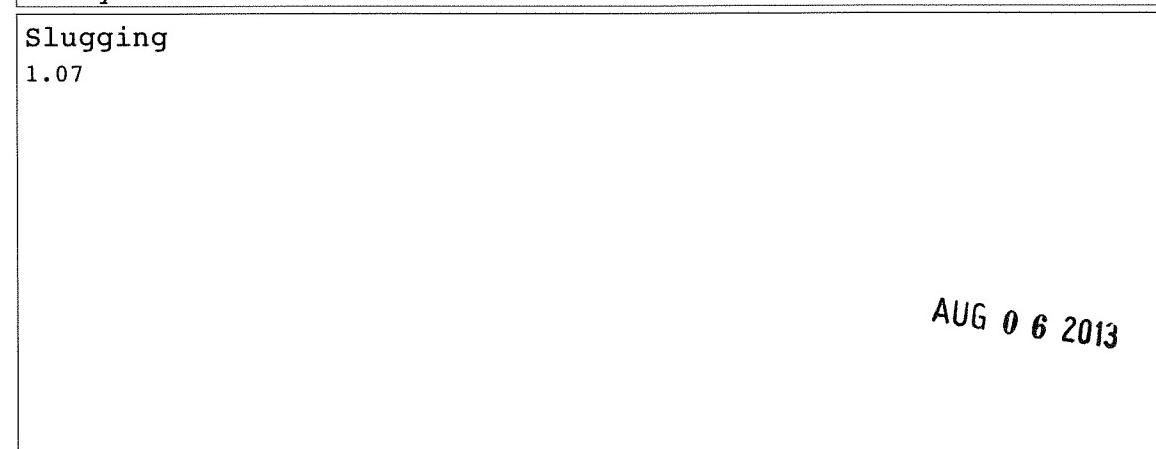
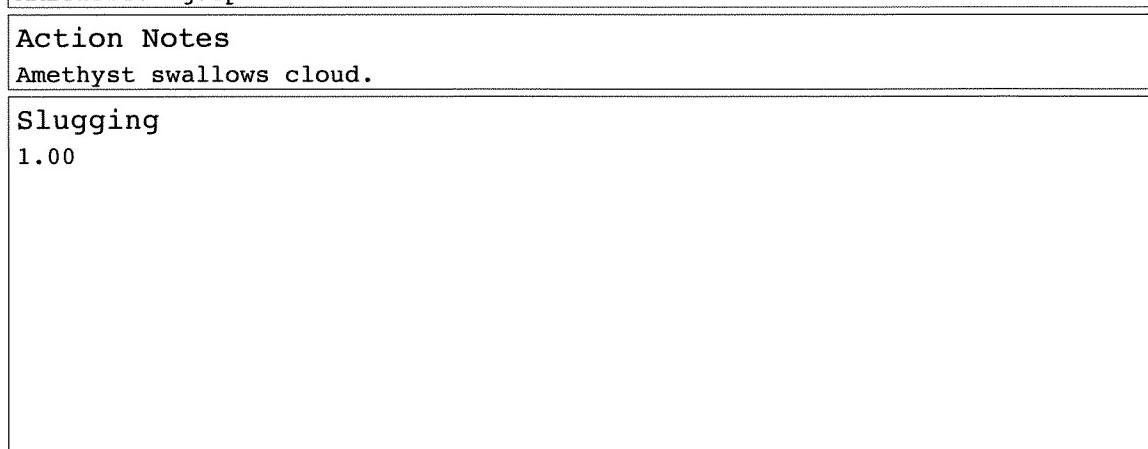
Action Notes

Amethyst smiles for a beat.

Slugging

1.07

AUG 06 2013



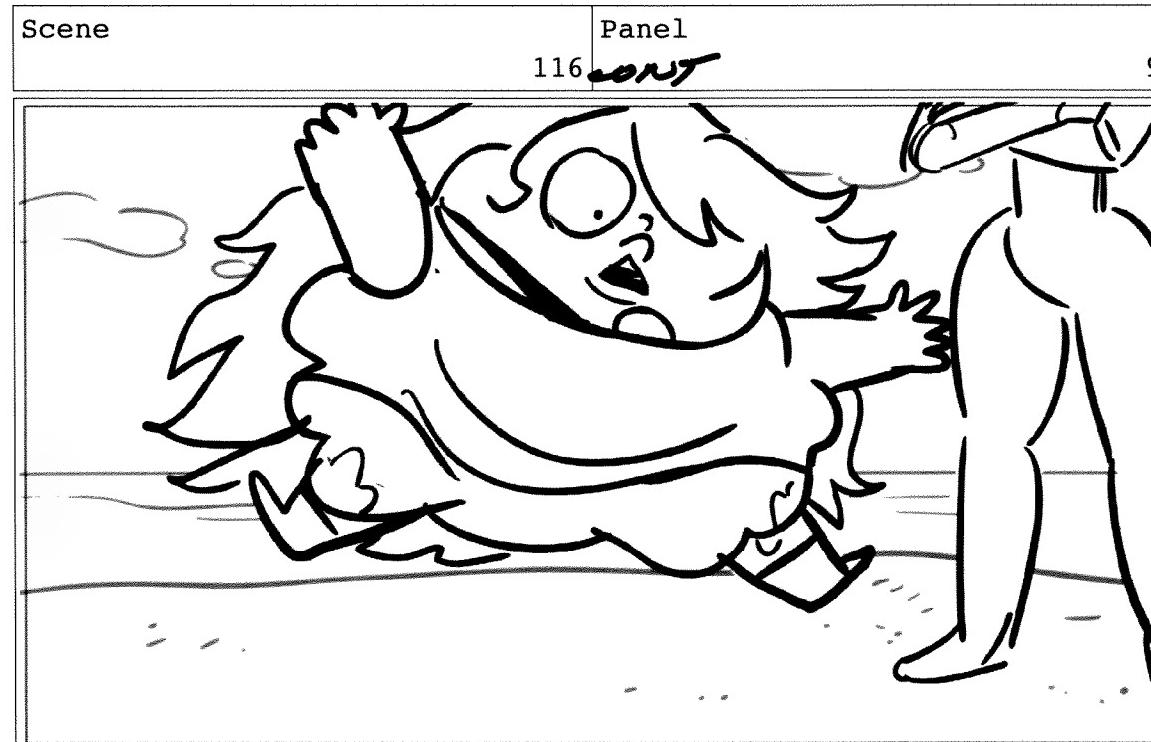
1020.013

1020.013



Action Notes
Amethyst suddenly poofs up like a balloon to her surprise.

Slugging
1.10



Action Notes
Amethyst slowly starts floating upwards.

Slugging
0.13

AUG 06 2013

1020-013

1020-013

1020-013



Scene

Panel

116 *CONT*

10



Action Notes

Amethyst begins to leave frame.

Slugging

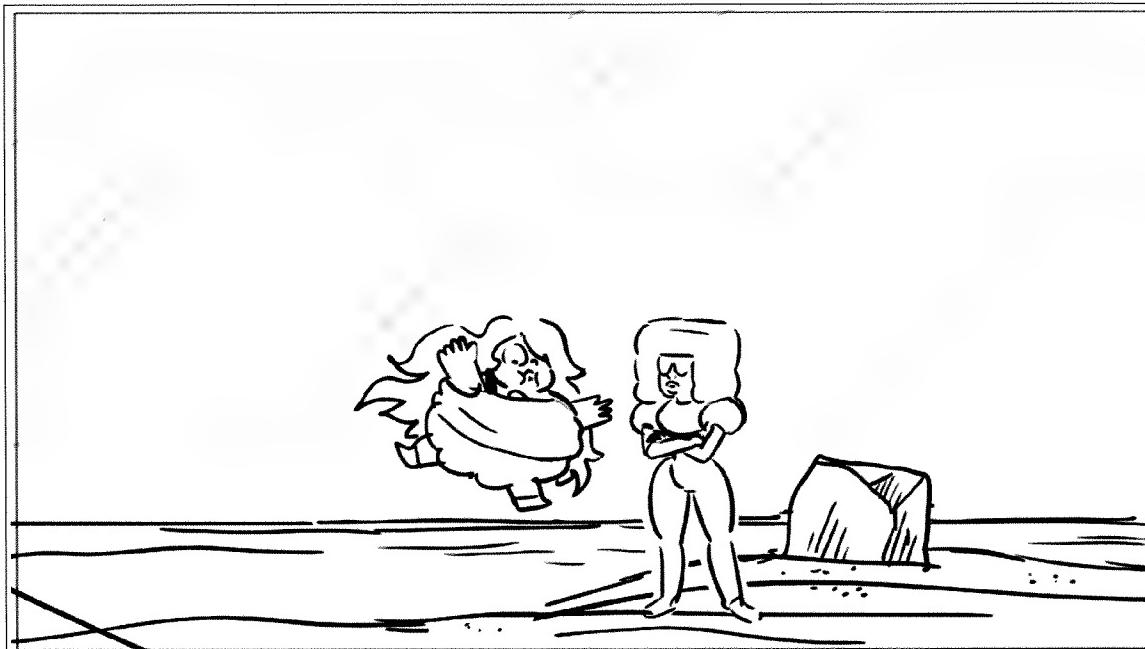
0.13

Scene

Panel

117

1



Action Notes

Amethyst slowly floating upwards.

Slugging

0.09

AUG 06 2013

1020.013

1020.013



Scene

Panel
117 cont

2



Action Notes

Garnet uncrosses her arms and reaches towards Amethyst.

Slugging

0.10

Scene

Panel
117 cont

3



Action Notes

Garnet grabs onto Amethyst's foot. They stay there for a beat, Amethyst's hair blowing slightly in the wind.

Slugging

Hold for a beat.

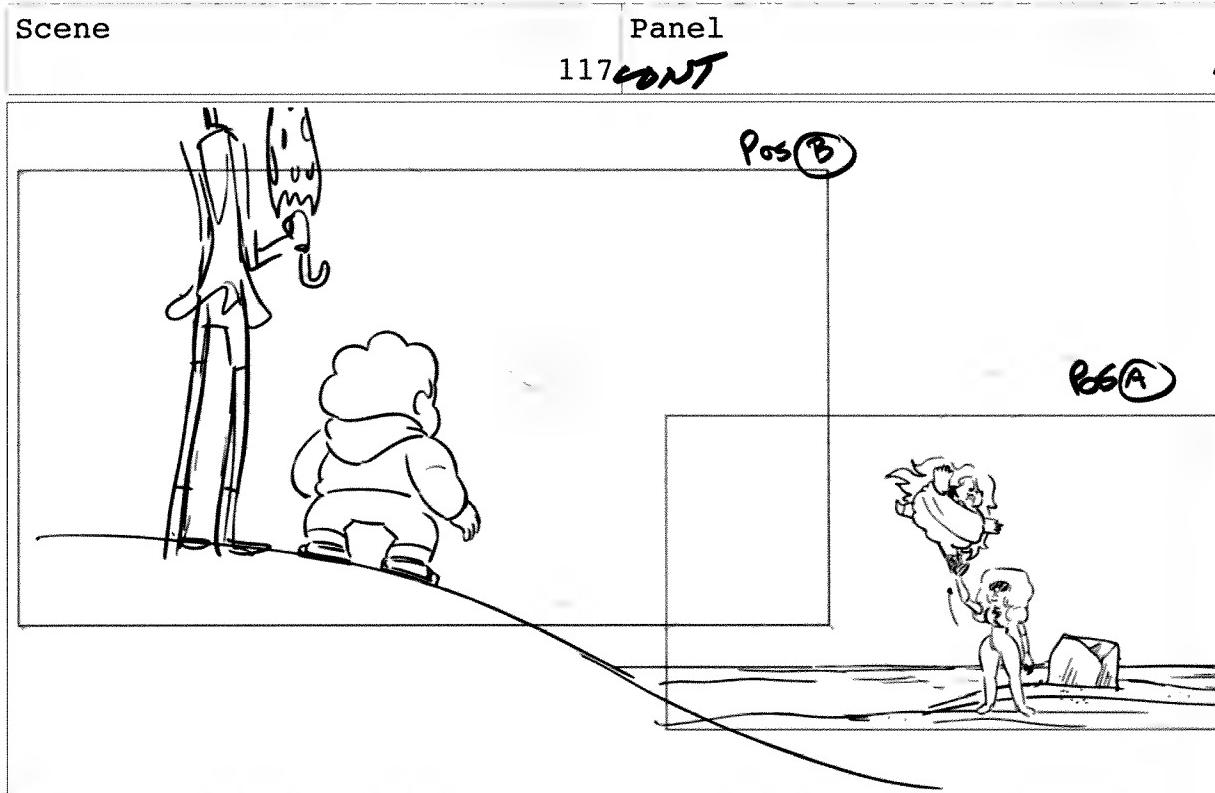
1.08

AUG 06 2013

1020.013

1020.013

1020.013

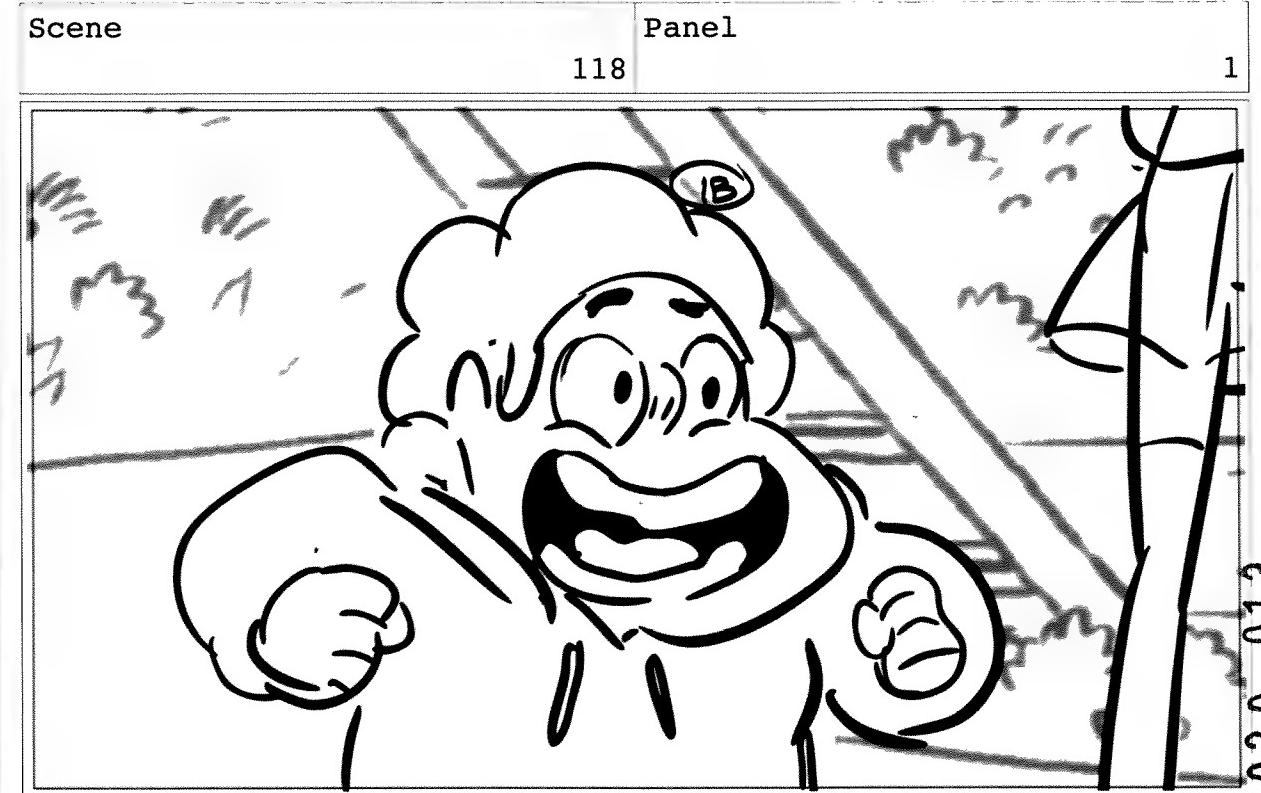


Dialogue
STEVEN: *Laughing*

Action Notes
Camera ADJ NW - over to Steven and Holo-Pearl.

First camera ADJ West then slightly upwards to Steven.

Slugging
ADJ: 2.02
Then HOLD: 0.12



Dialogue
STEVEN: Pearl always likes to tease Amethyst...

Slugging
2.08

Notes
Need H.U. for Steven to previous scene.





Scene

Panel

118 *CONT*

2



1020 . 013

Dialogue

STEVEN: ... when she does funny stuff like this.

Action Notes

Steven looks up at Holo-Pearl.

Slugging

2.11

Scene

Panel

118 *CONT*

3



1020 . 013

Action Notes

Pan ADJ NE to show Holo-Pearl's face.

Slugging

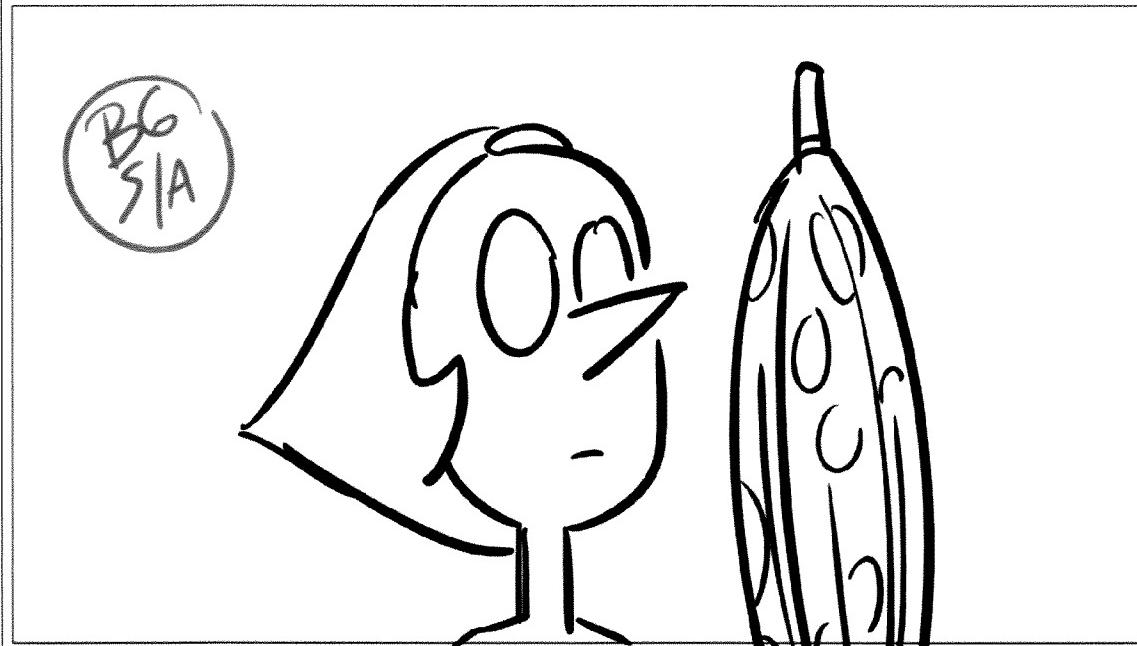
ADJ: 0.06

AUG 06 2010

1020 . 013



Scene 118 Panel *cont* 4



Scene 118 Panel *cont* 5



1020 . 013
Slugging
Panels 4 + 5 = 3.00

Dialogue
HP: I won't go easy on you this time!

AUG 06 2013

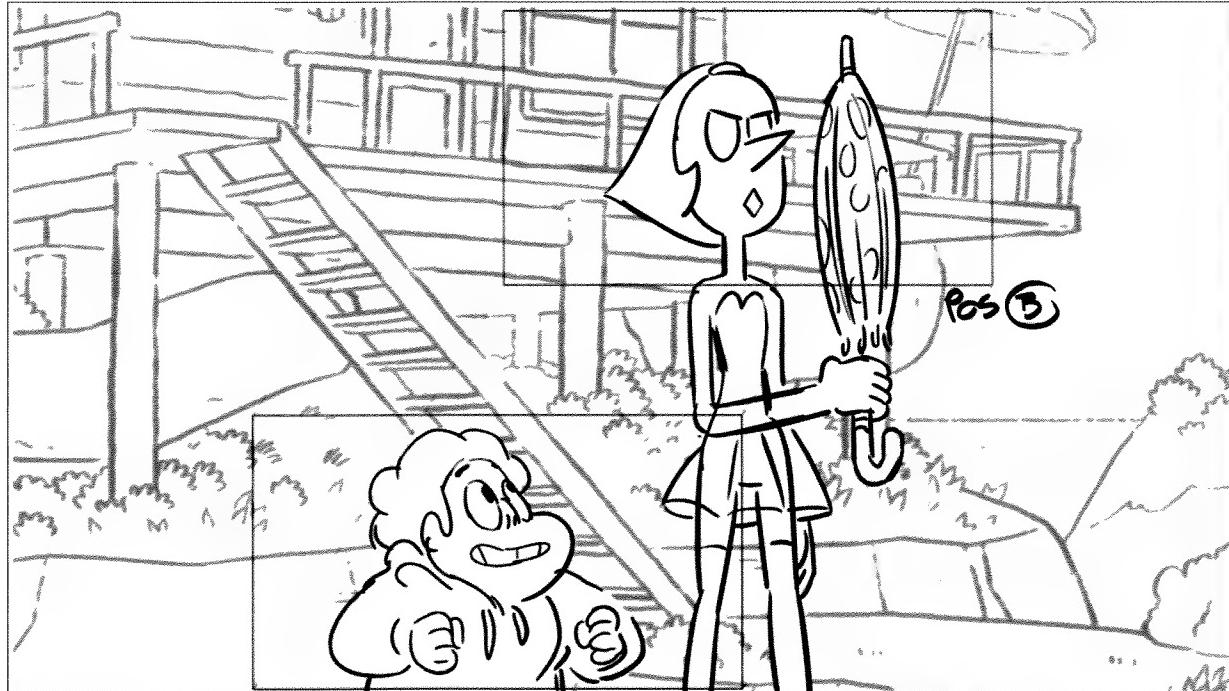
1020 . 013

Scene

Panel

118 cont

6



Action Notes

Camera ADJ SW back down to Steven.

Slugging

ADJ: 0.06

Scene

Panel

118 cont

7



Dialogue

STEVEN: That's the spirit!

Slugging

2.02

AUG 06 2013

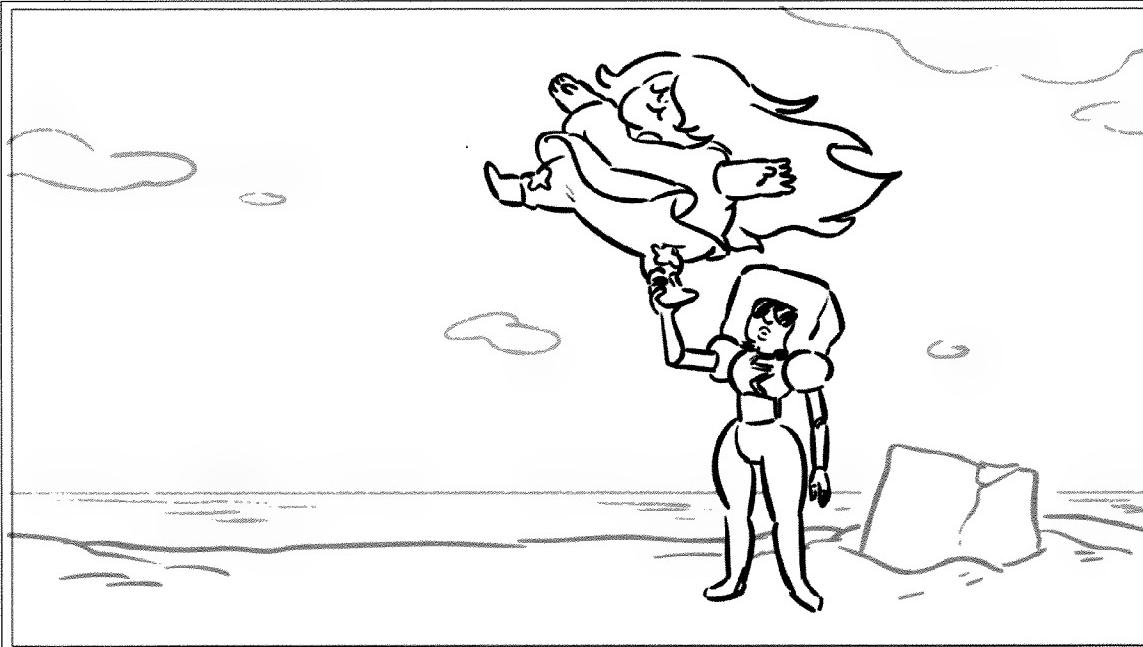
1020.013

1020.013

1020.013



Scene 119 Panel 1



Dialogue

STEVEN (os): What are...

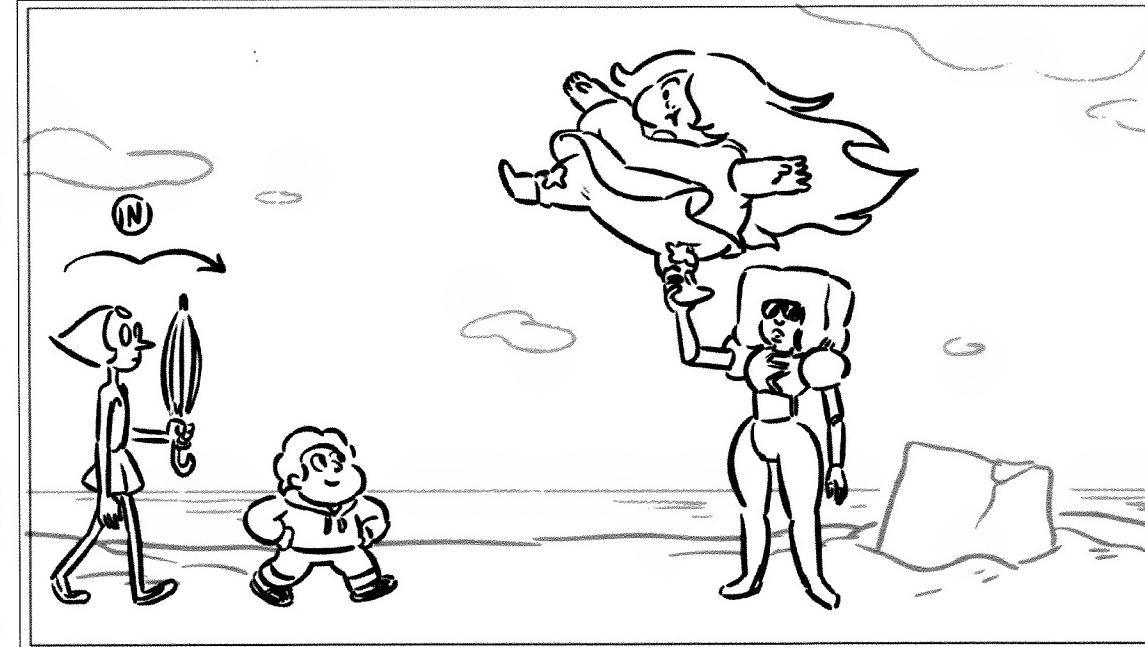
Action Notes

Amethyst's hair blowing slightly in the wind.

Slugging

1.01

Scene 119 Panel 2 cont



Dialogue

STEVEN: ...you...

Action Notes

Steven and Holo-Pearl enter from West, Amethyst and Garnet look at them.

Slugging

0.08

AUG 06 2013

1020 . 013

1020 . 013

1020 . 013

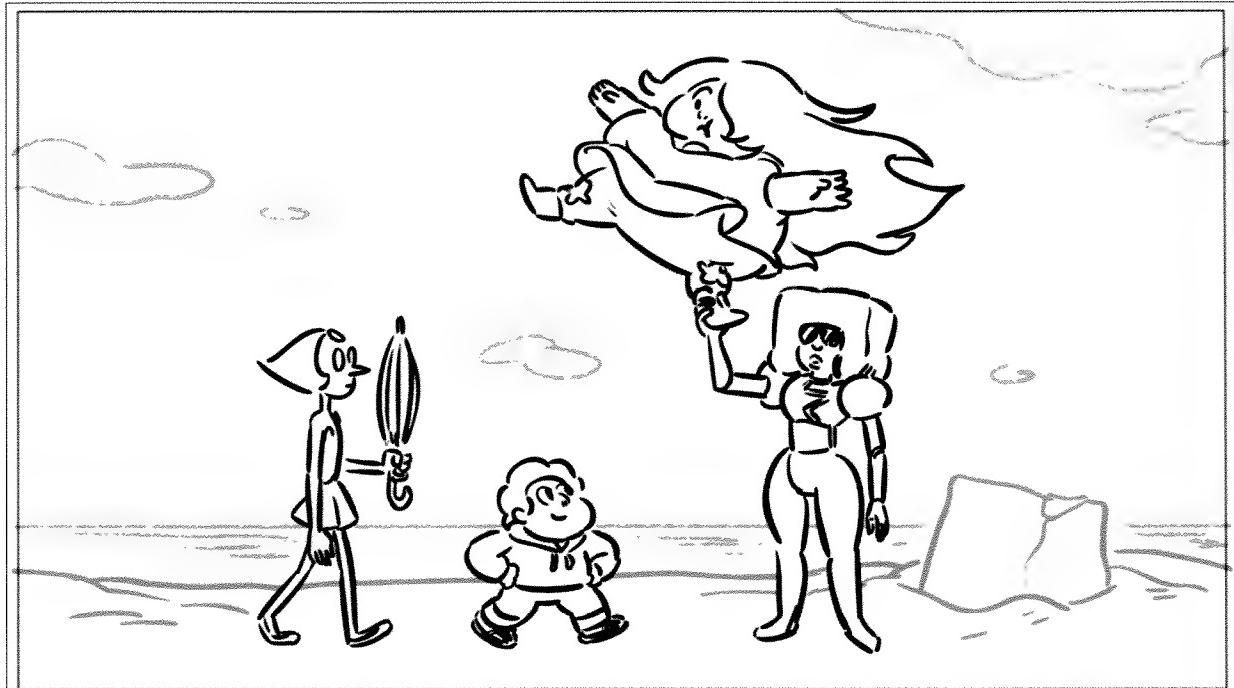
Scene

Panel

119

cont

3



1020.013

Dialogue

STEVEN: ...rascals...

Action Notes

H/U STEVEN AND HOLO PEARL to next scene

Slugging

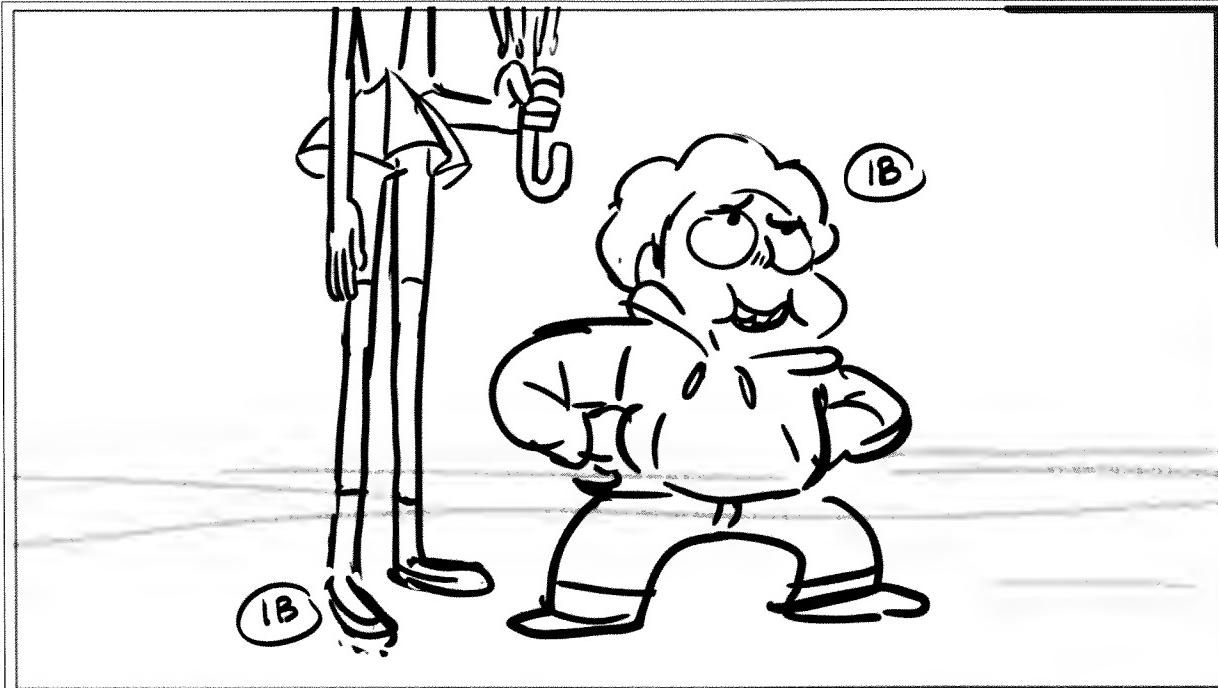
1.00

Scene

Panel

120

1



1020.013

Dialogue

STEVEN: ...doin' over here?

Slugging

1.10

AUG 06 2013

1020.013

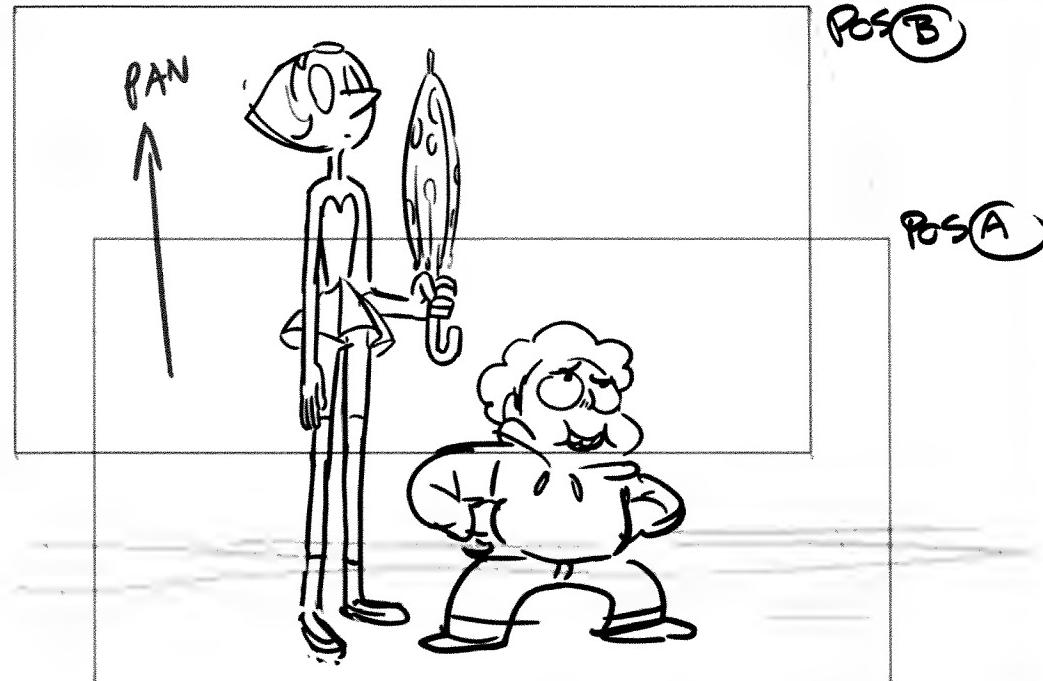


Scene

Panel

120 *cont*

2



Action Notes

Camera ADJ NW to show Holo-Pearl.

Slugging

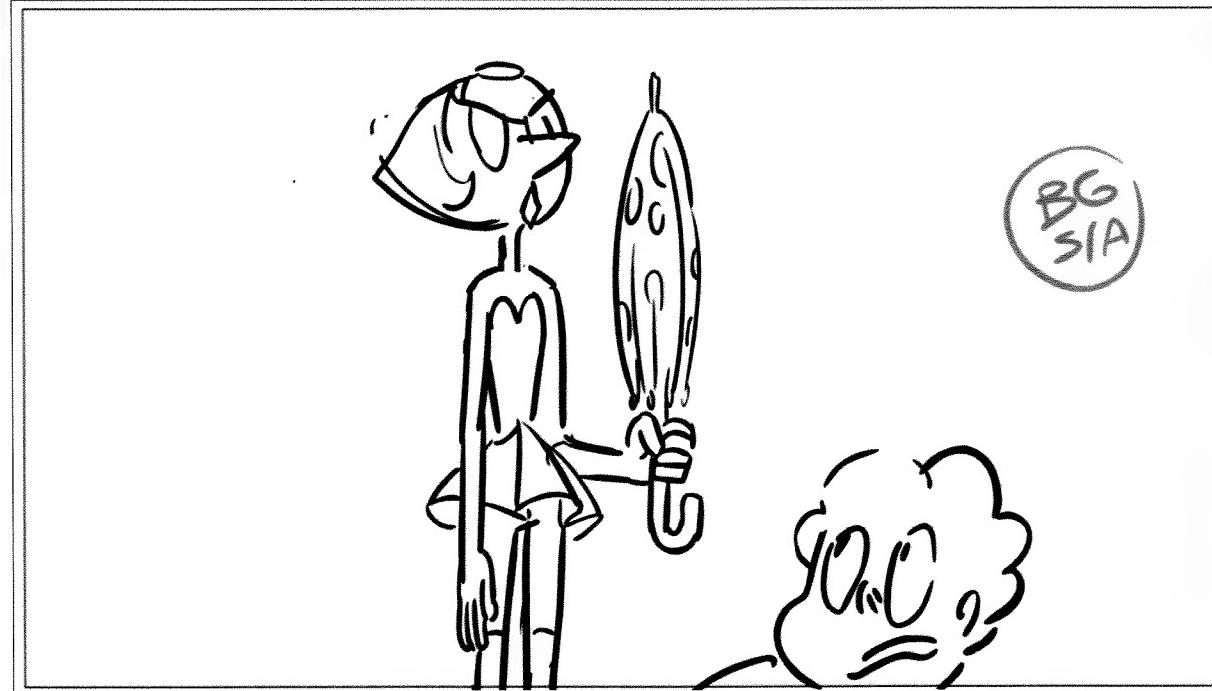
ADJ: 0.06

Scene

Panel

120 *cont*

3



1020.013

1020.013

Dialogue

HP: DRAW YOUR WEAPON CHALLENGER!!

Action Notes

Steven turns, surprised by Holo-Pearl's line.

Slugging

2.07

AUG 06 2013

1020.013



Scene

Panel

120 ~~cont~~

4



Action Notes

Holo-Pearl spins umbrella.

Steven ducks OUT of frame to avoid spinning umbrella.

Slugging

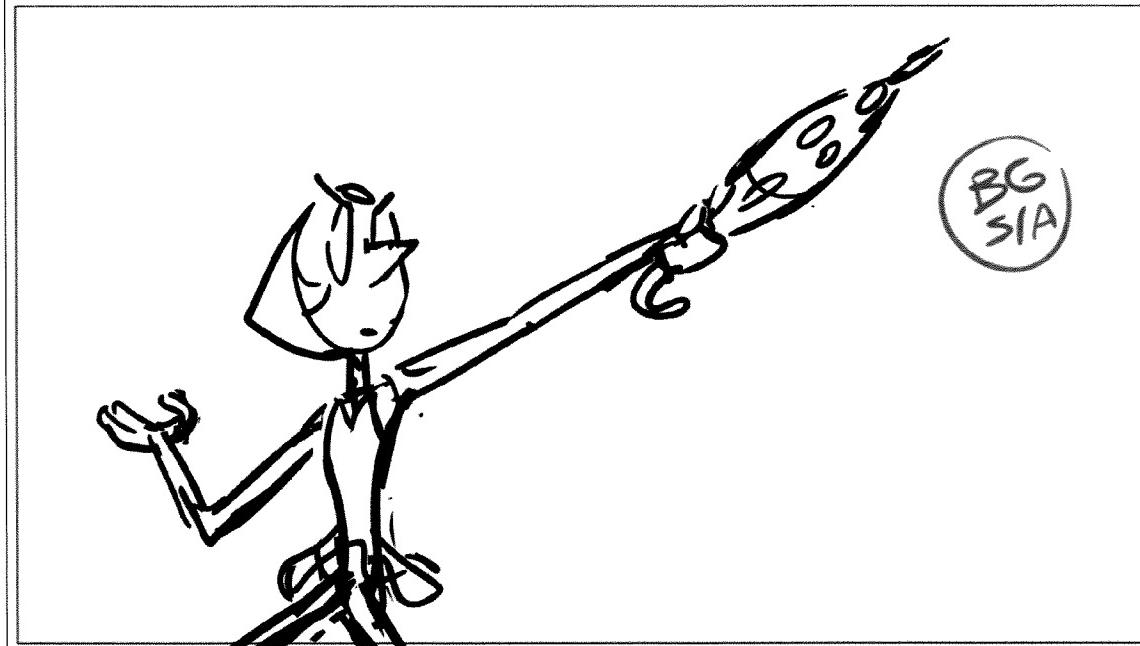
0.07

Scene

Panel

120 ~~cont~~

5



Action Notes

Holo-Pearl strikes a pose.

Slugging

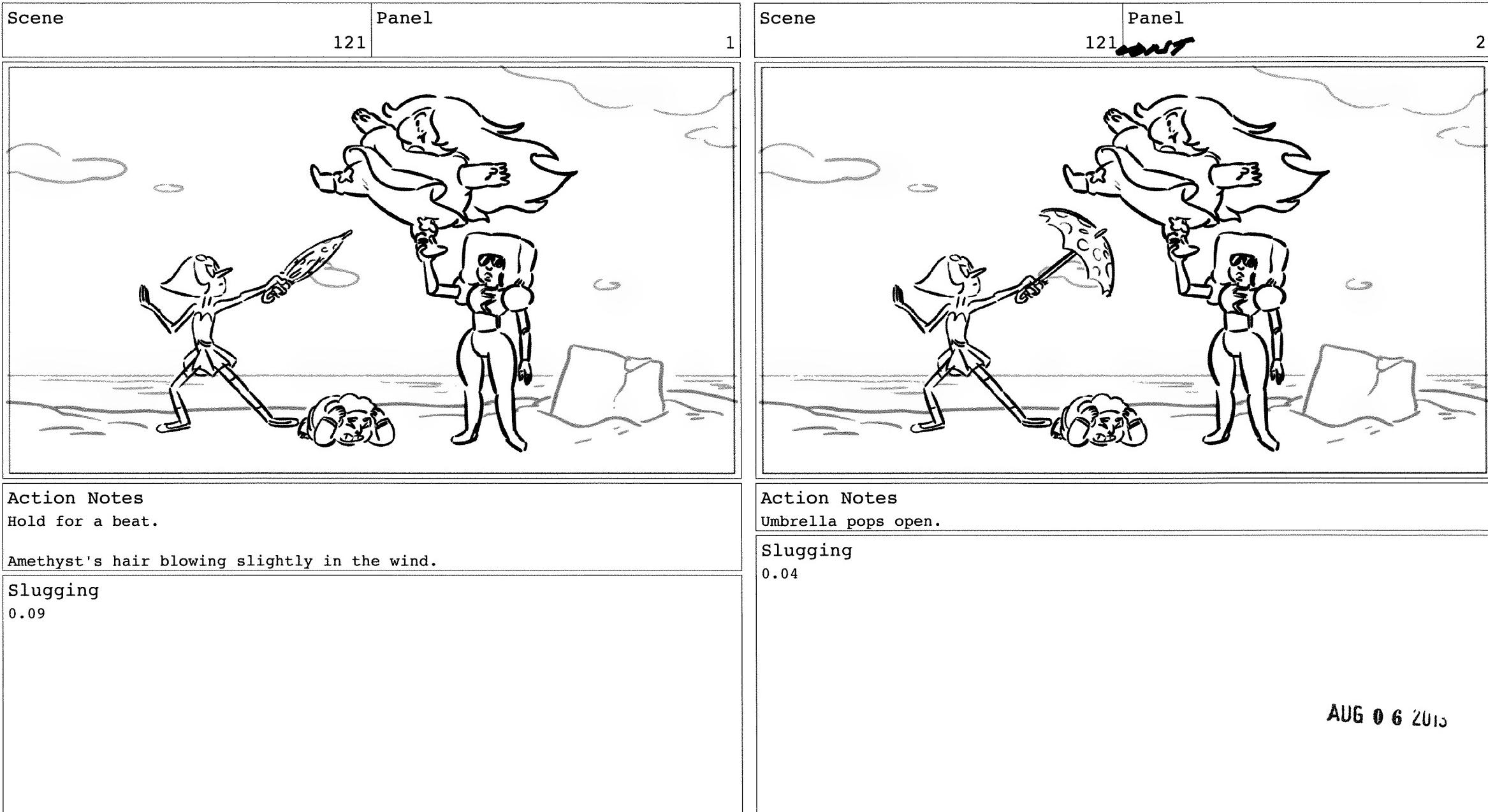
0.14

06 06 2013

1020.013

310.07.01

1020.013



1020-013

1020-013



Scene

Panel

121 *CONT*

3



Action Notes

Garnet moves Amethyst out of the way.

Slugging

0.15

Scene

Panel

122

1



Dialogue

AMETHYST: Ugh, Steven, why are you still hanging out with that thing? It's gross.

Slugging

7.00

AUG 06 2013

1020 . 013

1020 . 013

1020 . 013



Scene 122 Panel cont 2



Action Notes

Amethyst's stomach grumbles.

Slugging

0.11

Scene 122 Panel cont 3



Action Notes

Amethyst burps and a purple cloud grows out of her mouth.

Slugging

0.04

AUG 06 2013

1020 . 013

1020 . 013

1020 . 013



Steven The Sword Fighter

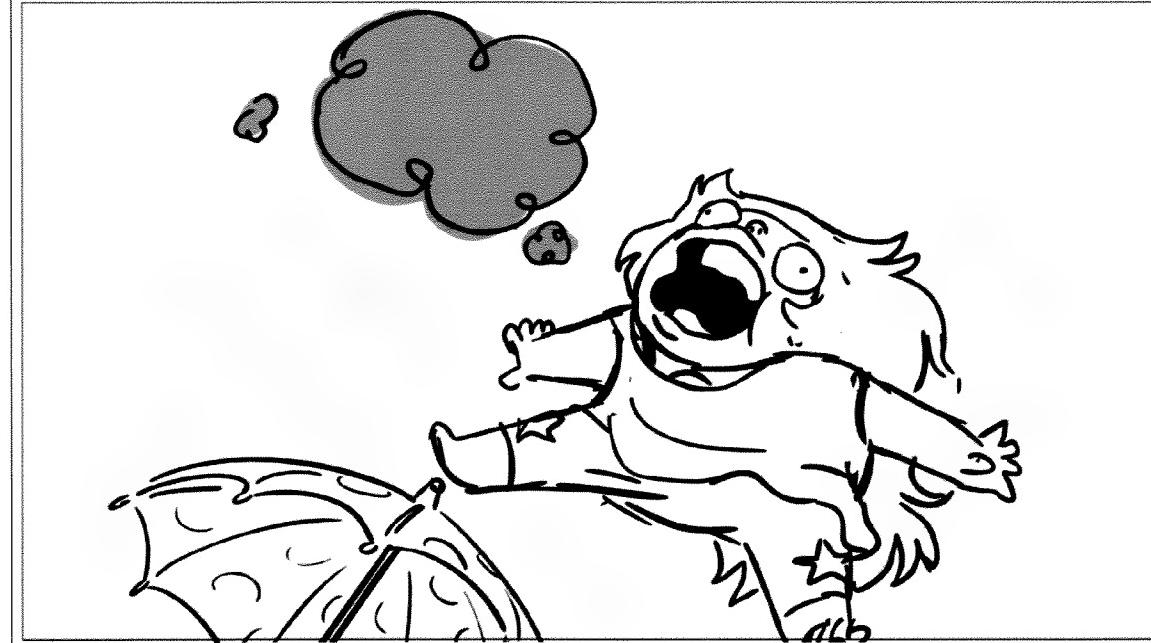
Page 257.

Scene

Panel

122 *cont*

4



Scene

Panel

122 *cont*

5



Dialogue

AMETHYST: *Burp*

Action Notes

The purple cloud expands.

Slugging

0.08

Action Notes

Purple cloud floats up OUT of frame, Amethyst watches it.

Slugging

0.12

AUG 06 2013

1020.013

1020.013

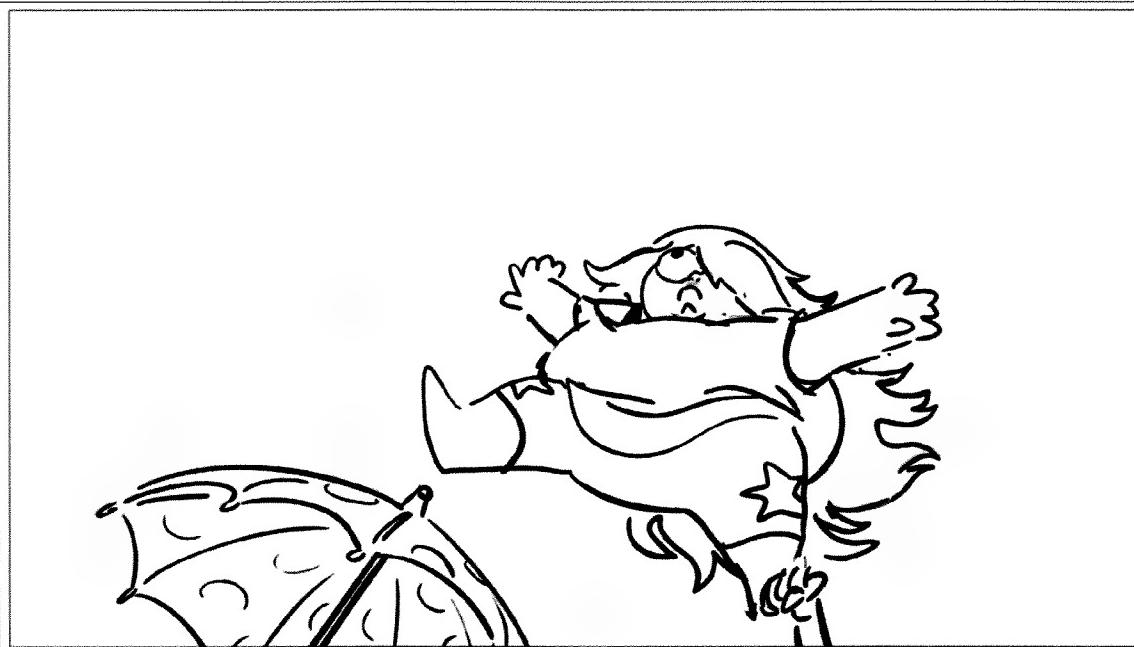
1020.013



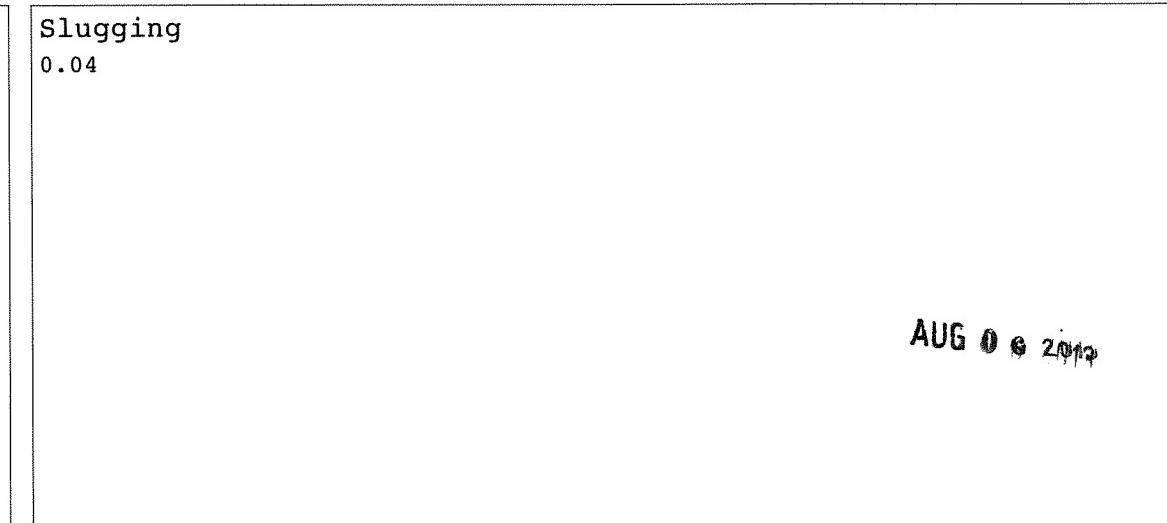
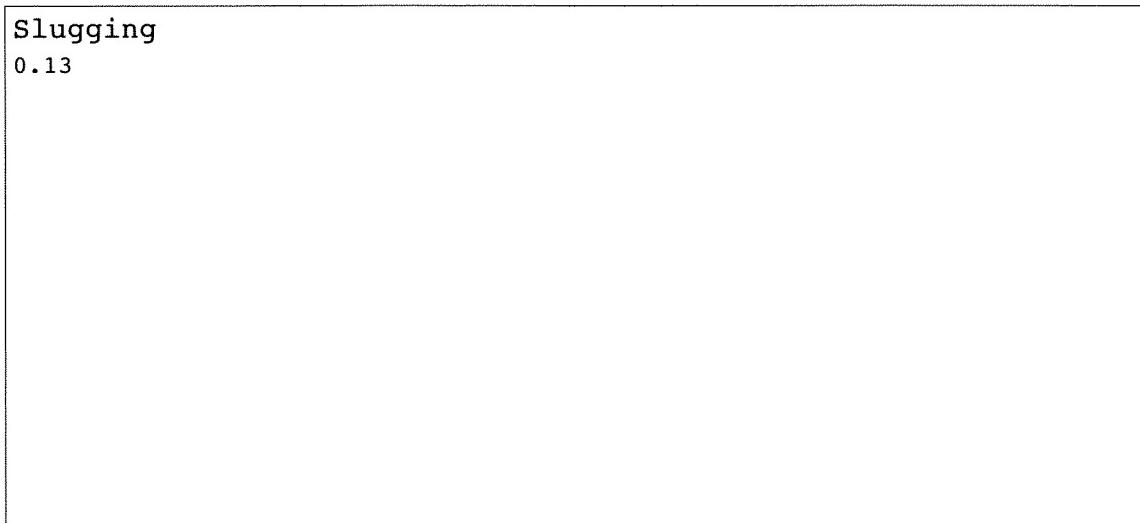
Steven The Sword Fighter

Page 258

Scene	Panel	
122	cont	6



Scene	Panel	
123		1





Scene

123

Panel

cont

2



Scene

124

Panel

1



Dialogue

STEVEN: I just really miss spending time with Pearl.

Slugging

3.14

Dialogue

GARNET: Pearl will come back to us in time, Steven.

Slugging

3.12

AUG 06 2013

1020.013

1020.013

1020.013



Scene 125 Panel 1



Dialogue

GARNET (os): Have patience.

Slugging

1.12

Scene 125 Panel 2



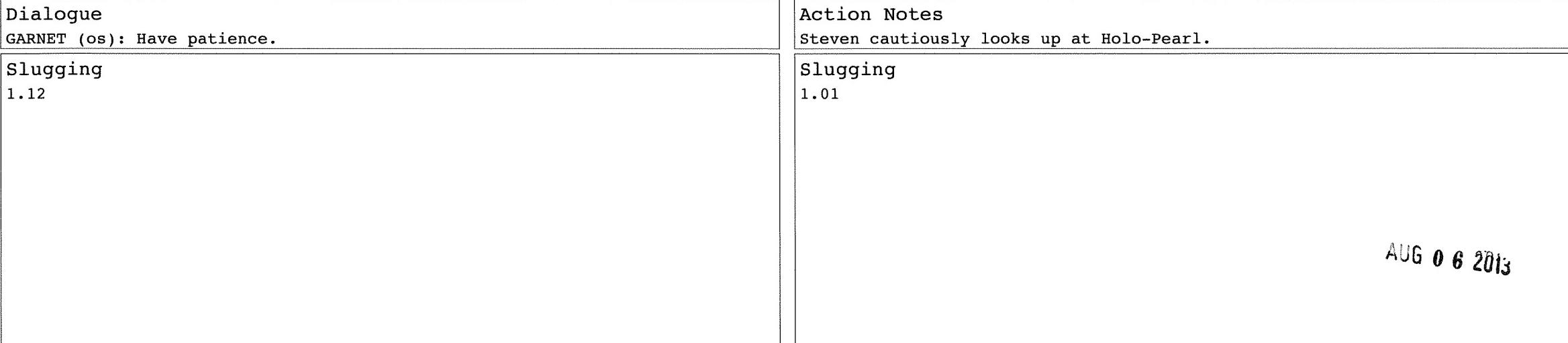
Action Notes

Steven cautiously looks up at Holo-Pearl.

Slugging

1.01

AUG 06 2013



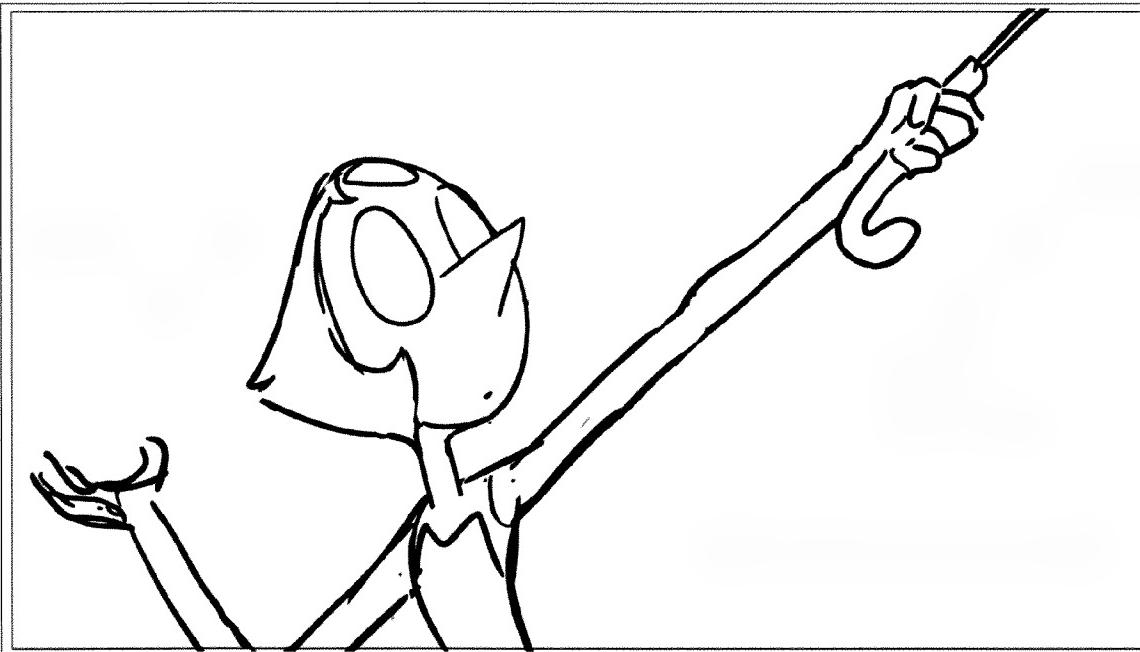
1020.013

1020.013

1020.013



Scene	Panel	
126	1	



Scene	Panel	
127	1	



Action Notes
Holo-Pearl does nothing.

Slugging
1.11

Dialogue
GARNET: And stop hanging out with that thing.

Slugging
2.08

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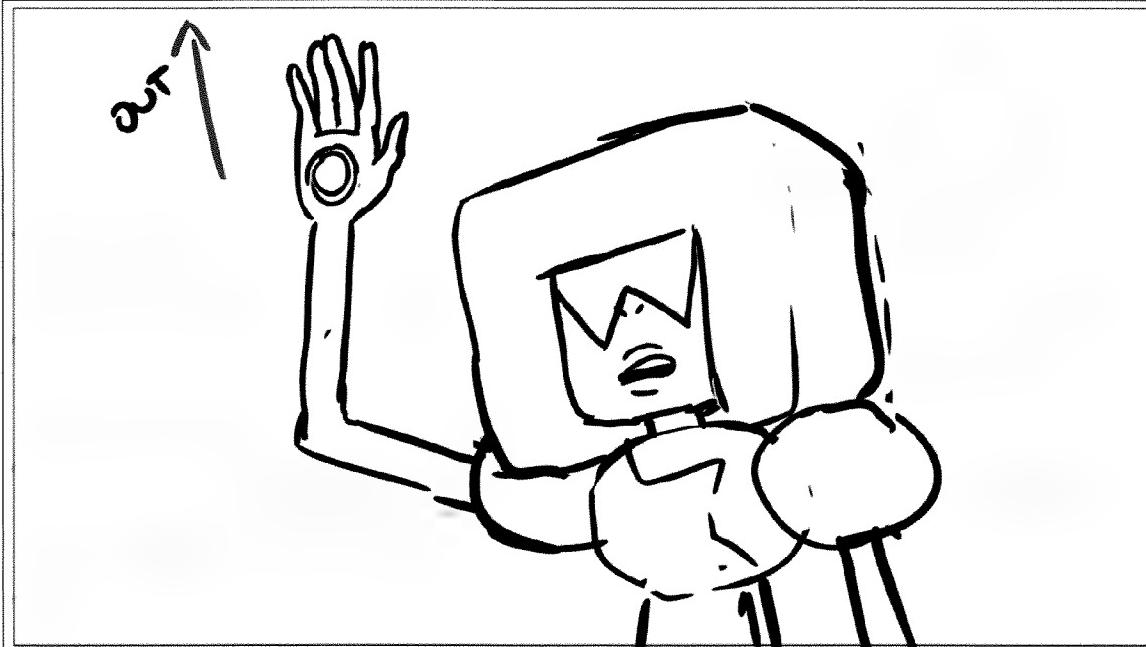
1020.013

1020.013

1020.013



Scene 127 Panel *cont* 2

**Action Notes**

Garnet lets go of Amethyst's foot and Amethyst floats up OUT of frame.

Slugging

0.04

Scene 127 Panel *cont* 3

**Dialogue**

GARNET: It's creepy.

Slugging

1.13

AUG 06 2013

1020 . 013

1020 . 013

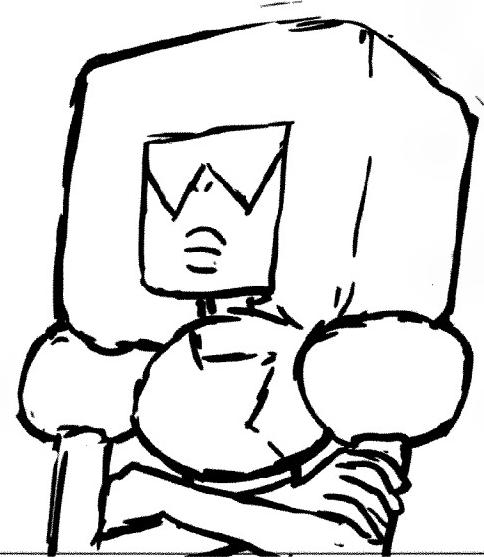
1020 . 013



Scene

127 

4



Dialogue

AMETHYST (os): Woooooo....

Action Notes

Garnet looks up to where Amethyst is floating away.

Sluqqinq

1.00

Scene

Panel

1



Dialogue

AMETHYST (os): Woooaaahhh-!

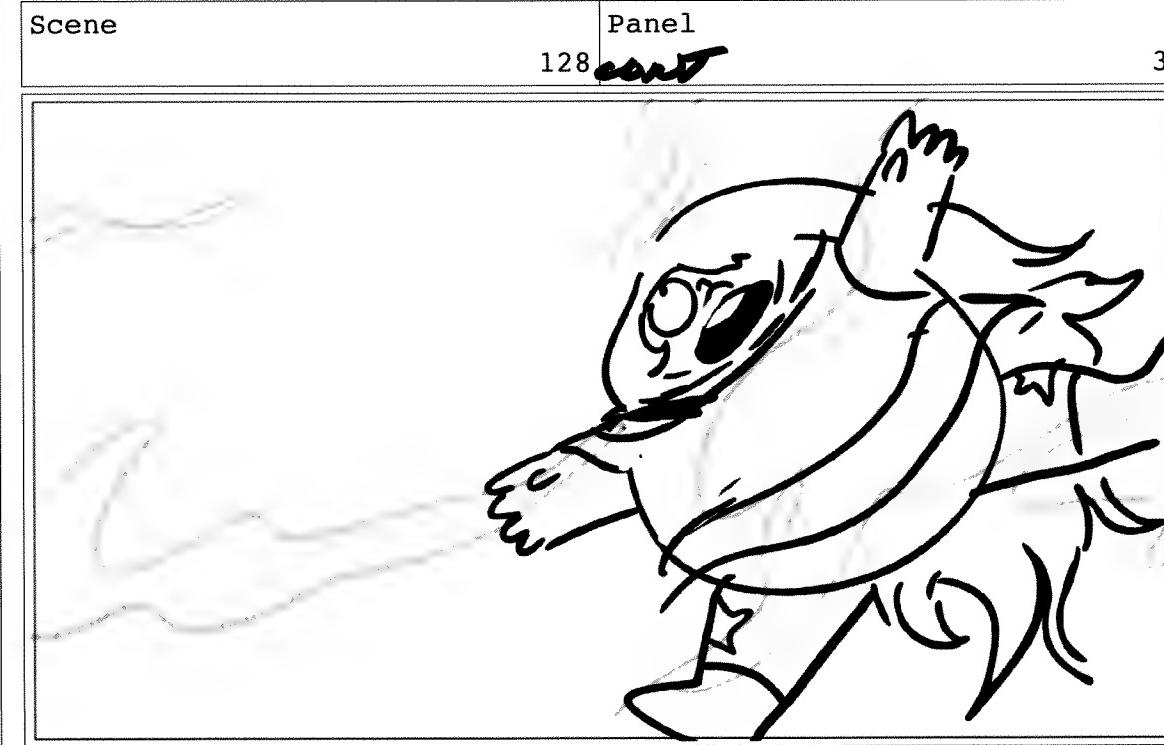
Slugging

0.04

AUG 06 2013

1020.013

1020.013

**Dialogue**

AMETHYST: Woooaaahhh-!

Action Notes

Amethyst enters IN frame from SE, then floats away into the sky.

Slugging

0.04

Action Notes

Amethyst floats away into the distance.

Slugging

0.04

AUG 06 2013

1020 . 013

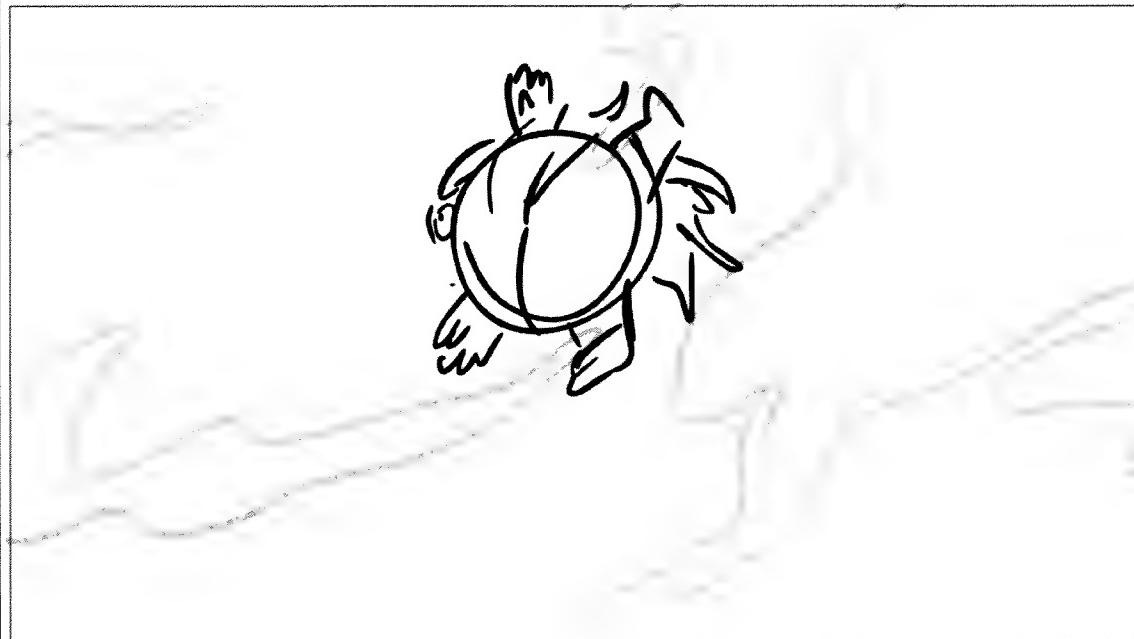
1020 . 013



Steven The Sword Fighter

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Scene 128 Panel
128 *cont* 4

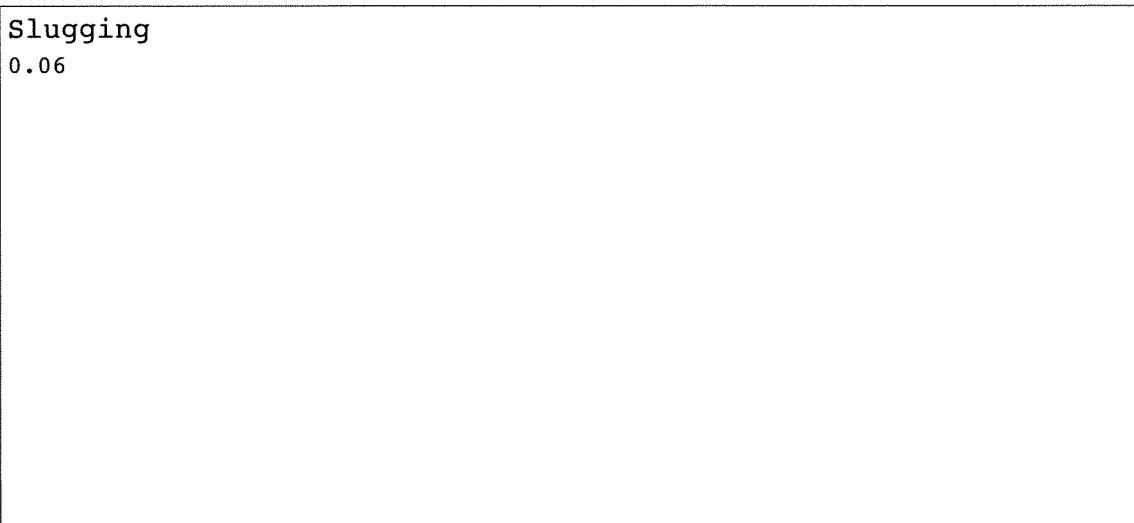


Scene 128 Panel
128 *cont* 5

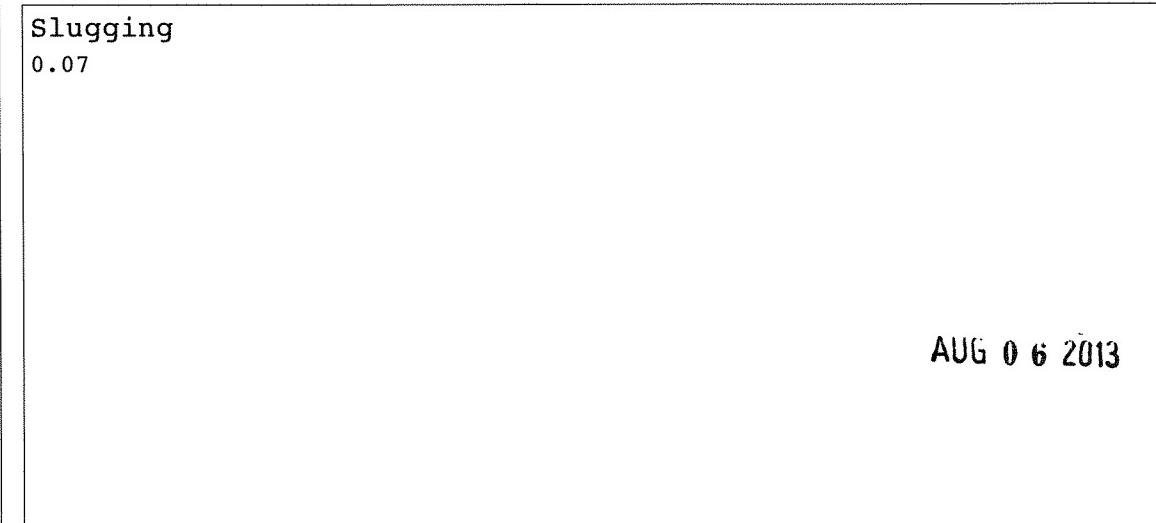


1020.013

Slugging
0.06



Slugging
0.07



AUG 06 2013

1020.013

1020.013



Scene 128 Panel
128 cont 6



Scene 128 Panel
128 cont 7



Slugging
0.14

Slugging
0.12

AUG 06 2013

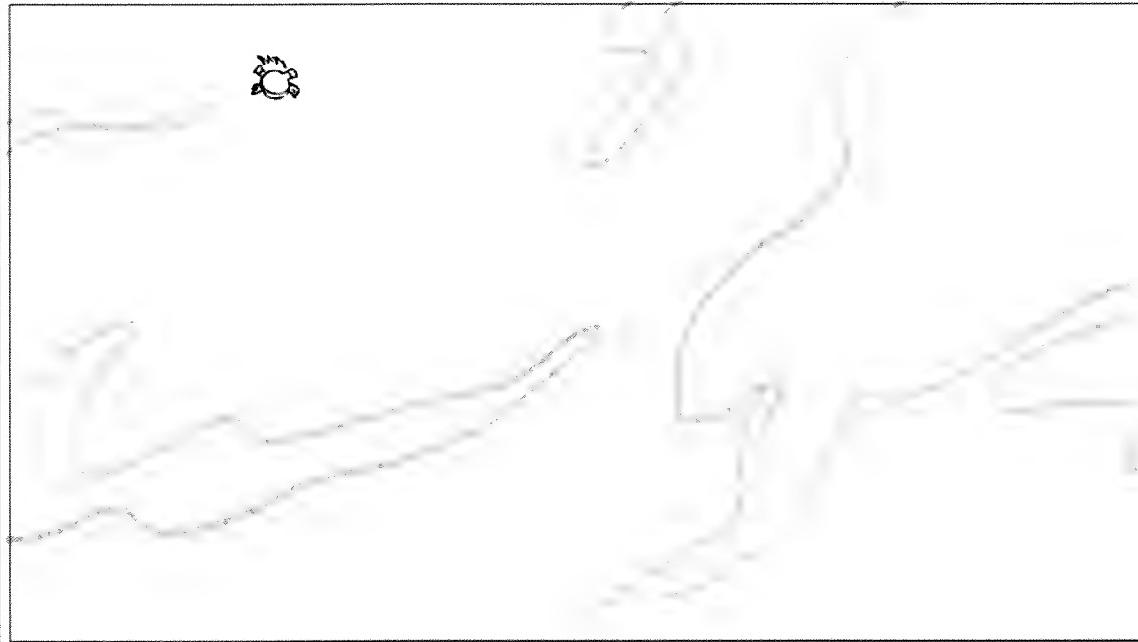
1020.013

1020.013

1020.013



Scene 128 Panel 8
128 cont



Scene 129 Panel 1



1020 · 013

Slugging
0.14

Dialogue
GARNET: Hmm...

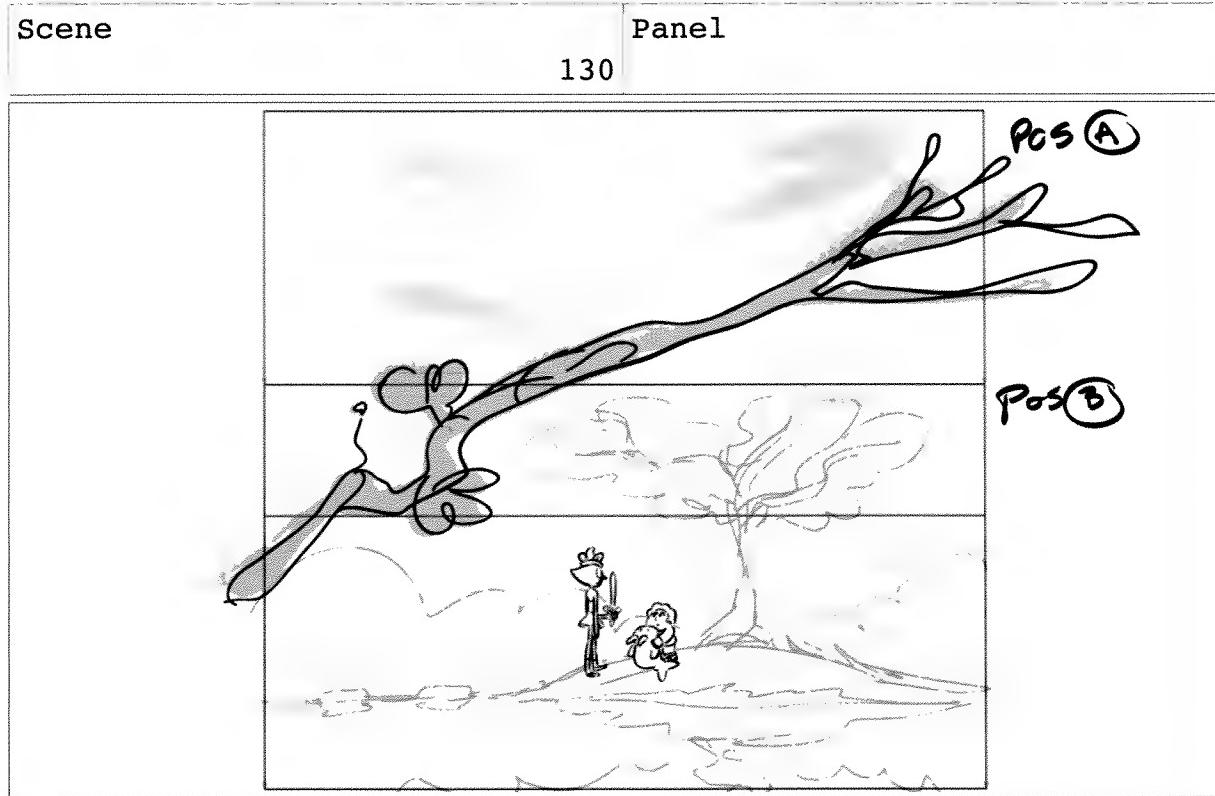
Action Notes
Garnet frowns.

Slugging
2.04

AUG 06 2015

1020 · 013

1020 · 013



Dialogue

STEVEN: You had fun at the boardwalk r,

Action Notes

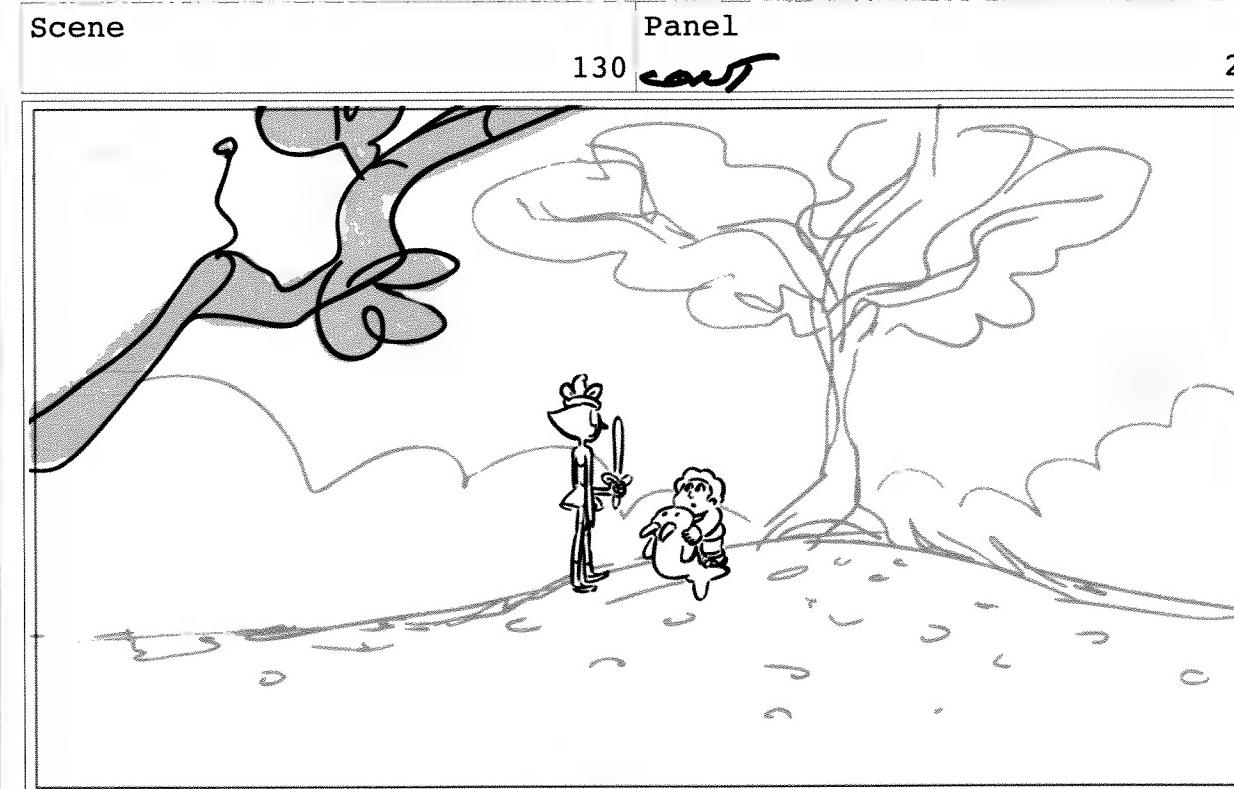
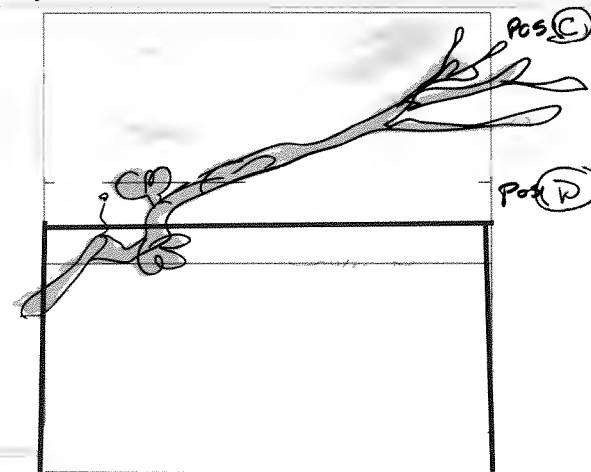
The sun is starting to go down a

Camera ADJ South.

Slugging

HOLD: 1.00

Then ADJ: 1.06



Action Notes

Pan down to show Steven and Holo-Pearl standing by cherry tree. Steven is holding a stuffed walrus toy and Holo-Pearl is holding a balloon sword and has a balloon hat on its head.

Slugging

1.05

AUG 06 2013

1020.013

1020.013



Scene

Panel

131

1



Slugging
0.06

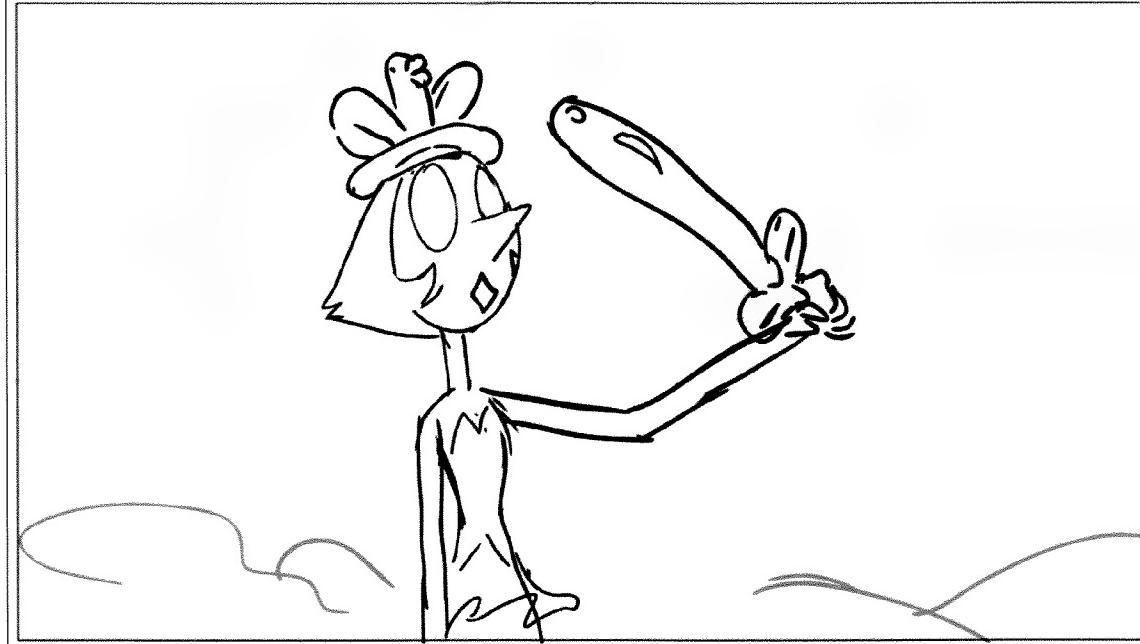
Scene

Panel

131

~~cont~~

2

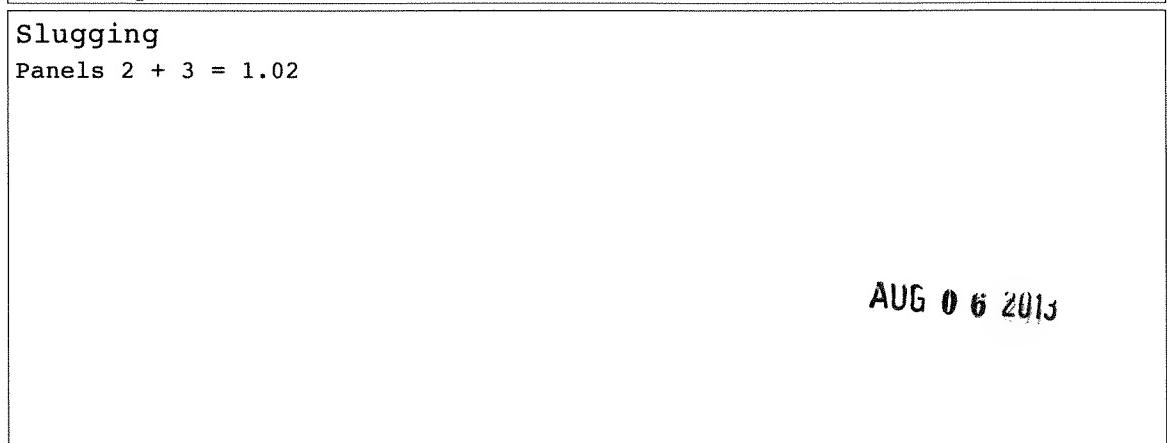


Dialogue
HP: Parry!

Slugging
Panels 2 + 3 = 1.02

1020.013

AUG 06 2013



1020.013



Scene

Panel
131 cont

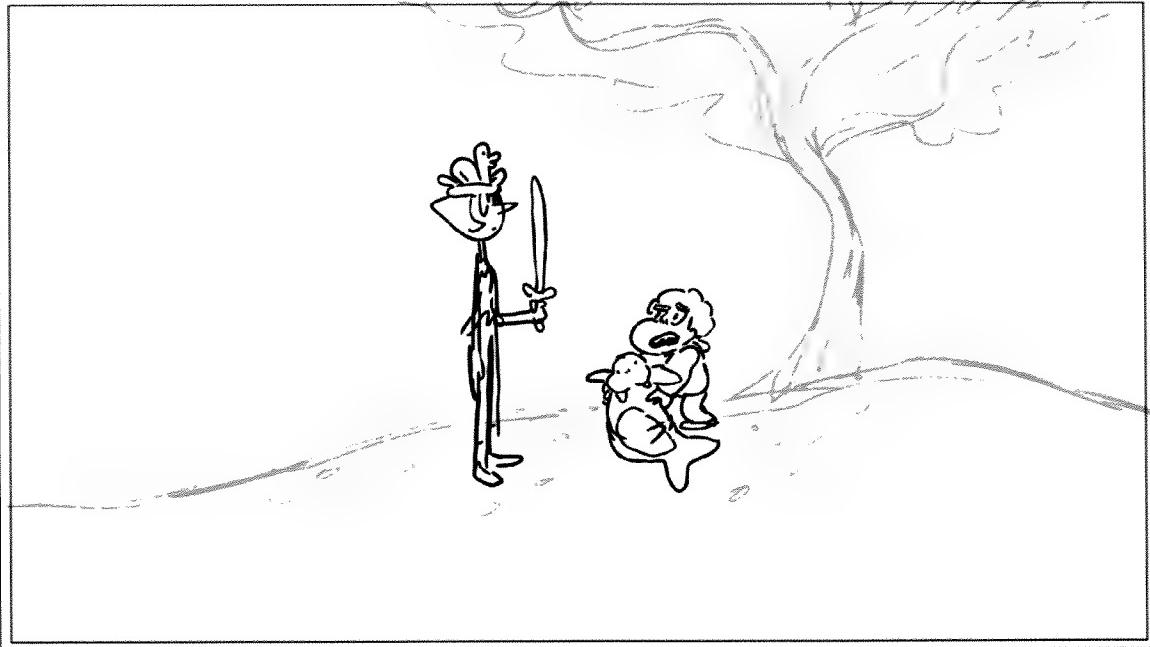
3



Scene

Panel
132

1



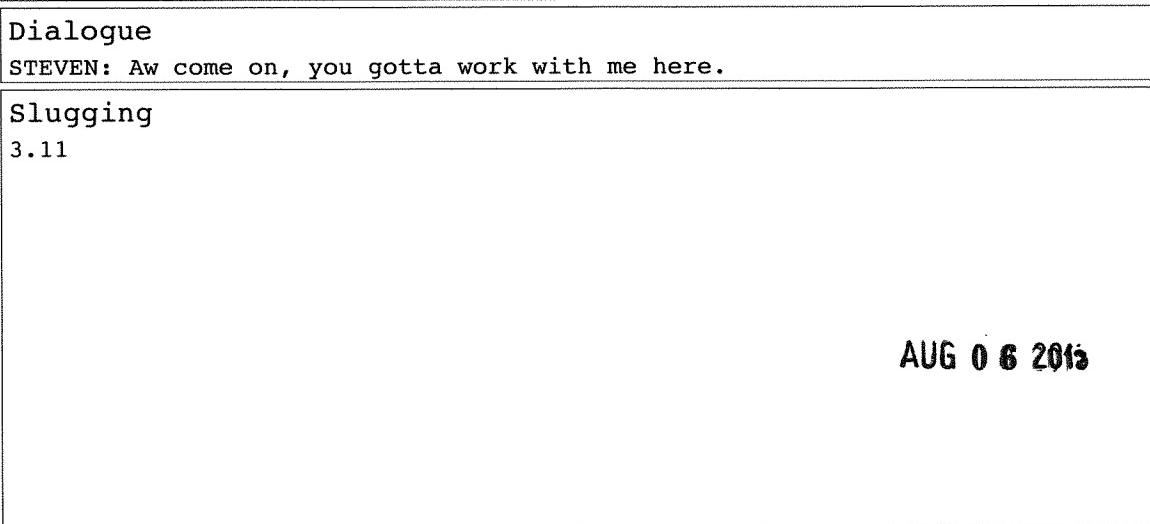
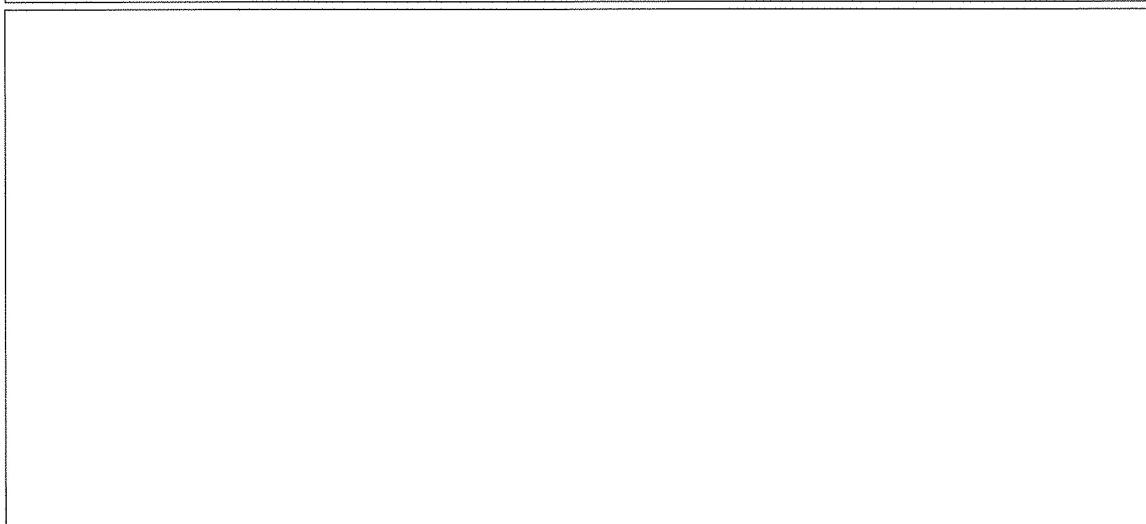
Dialogue

STEVEN: Aw come on, you gotta work with me here.

Slugging

3.11

AUG 06 2013



1020:013

1020.013



Steven The Sword Fighter

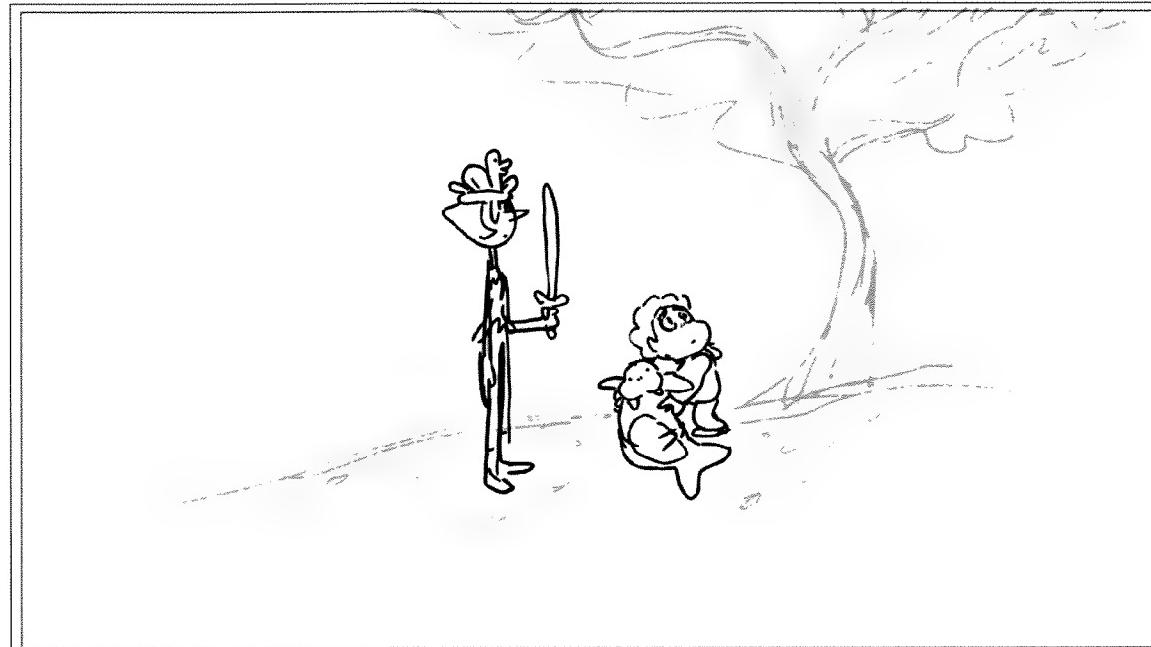
Page 271/

Scene

Panel

132 *CONT*

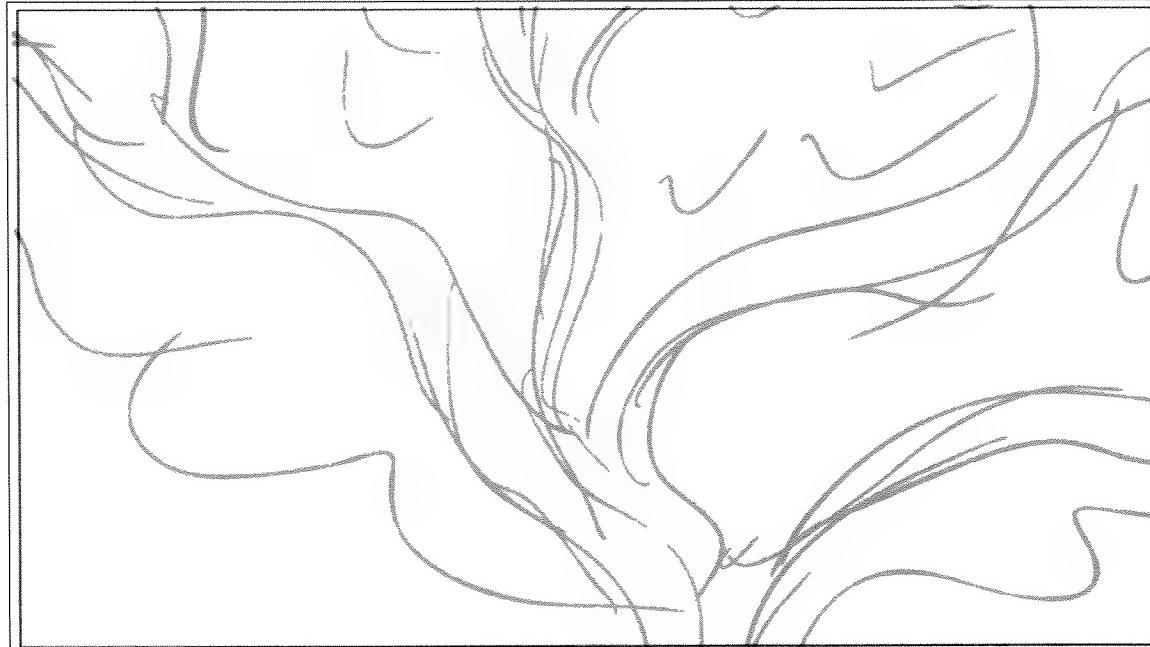
2



Scene

Panel

1



Action Notes

Steven looks up at the tree.

Slugging

1.06

Dialogue

STEVEN (os): This is Pearl's favorite tree.

Action Notes

Close-up of tree.

Slugging

2.15

AUG 06 2013

1020-013

1020-013

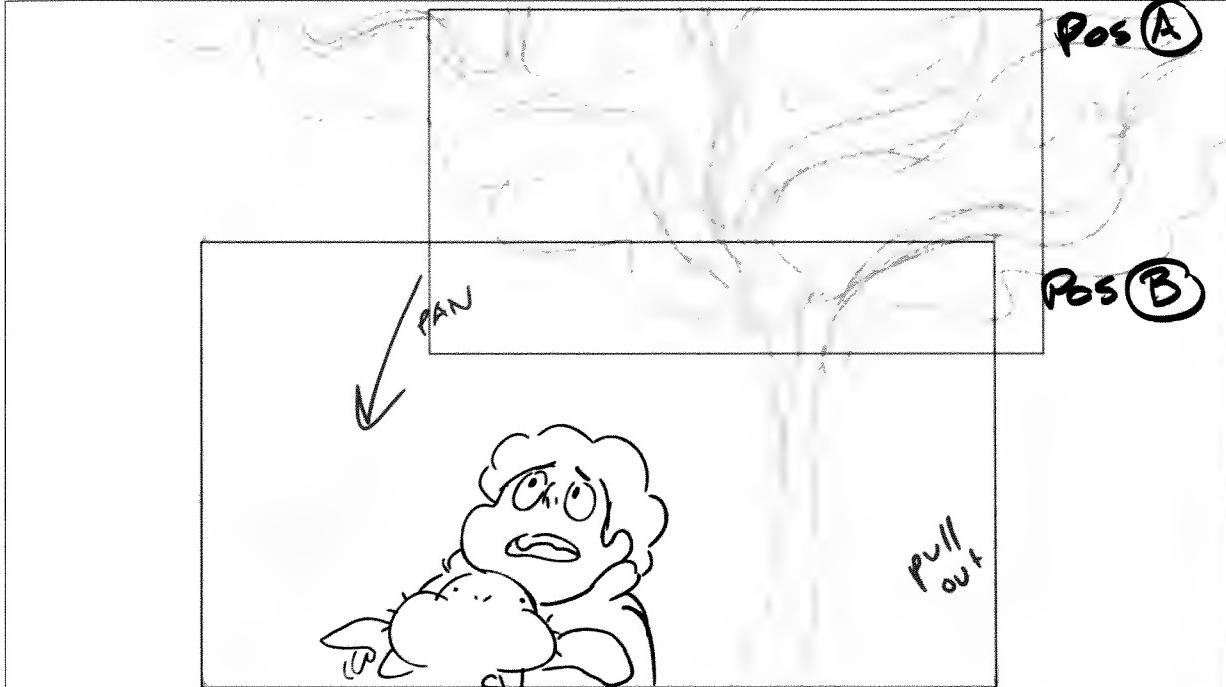
1020-013

Scene

Panel

133 *cont*

2



1020 · 013

Action Notes

Camera ADJ SW and pull OUT from tree close-up.

Slugging

ADJ: 0.07

Scene

Panel

133 *cont*

3



1020 · 013

Dialogue

STEVEN: Don't you recognize it?

Slugging

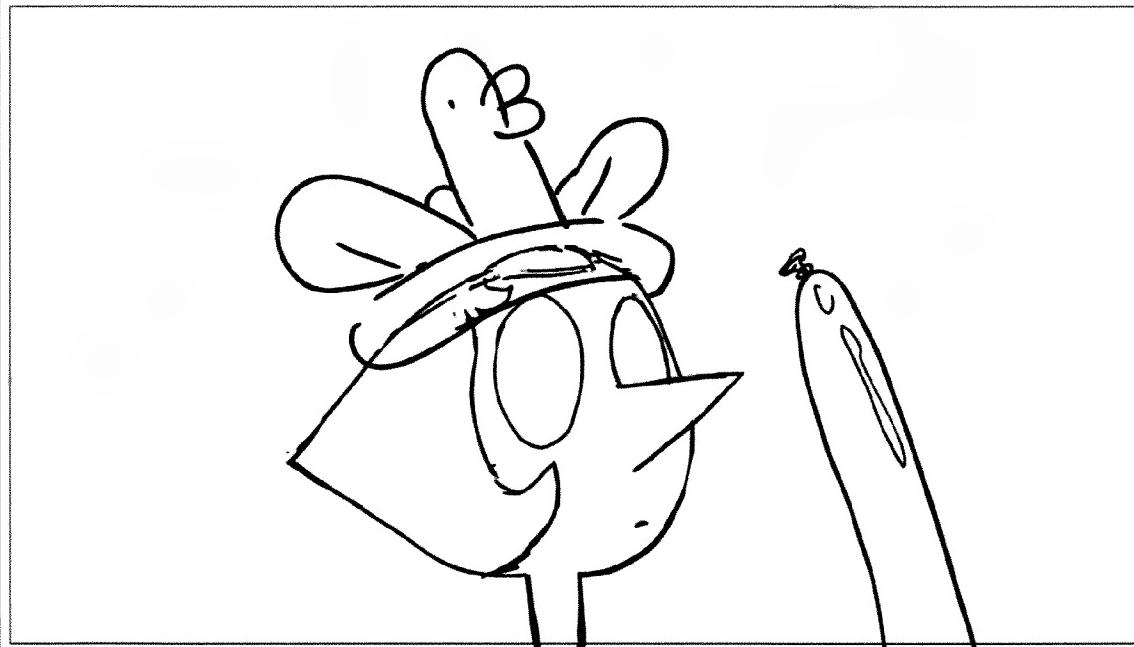
2.05

AUG 06 2013

1020 · 013



Scene	Panel
134	1



Scene	Panel
135	1

**Dialogue**

STEVEN (os): What's on your mind?

Action Notes

Holo-Pearl does nothing.

Slugging

2.03

Dialogue

STEVEN: C'mon don't hold back.

Slugging

2.08

AUG 06 2013

1020.013

1020.013

1020.013

Scene 136 Panel 1



1020.070!

Slugging
0.04

Scene 136 Panel 2



1020.013



1020.013



Steven The Sword Fighter

Page 275.

Scene

Panel

136 *cont*

3



Scene

Panel

136 *cont*

4



610.0701

Slugging
0.12

Dialogue
Holo-Pearl: Challenge accepted!

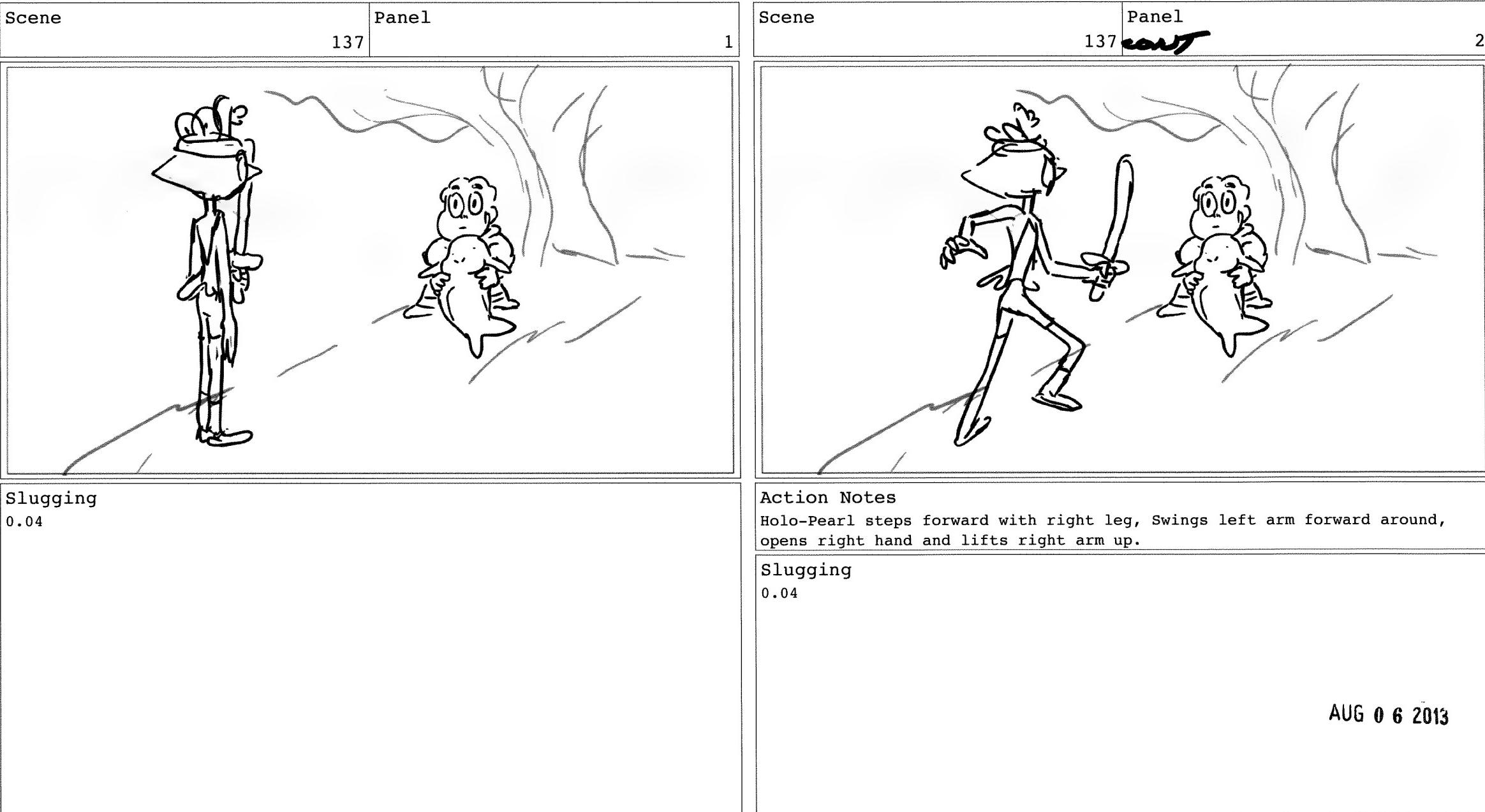
Action Notes
Holo-Pearl's eyes turn red.

Slugging
2.04

nuu 06 2013

1020.013

1020.013



E10 · 07.01

1020 · 013



Scene

137 Panel
CONT

3



Scene

138 Panel

1



Dialogue

STEVEN: What??

Action Notes

Holo-Pearl swings left hand (holding balloon sword) around to right side,
then grabs it with right hand.

Steven drops walrus in surprise.

Slugging

0.14

Slugging

0.05

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1020.013

1020.013

1020.013



Steven The Sword Fighter

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Scene

Panel

138 *cont*

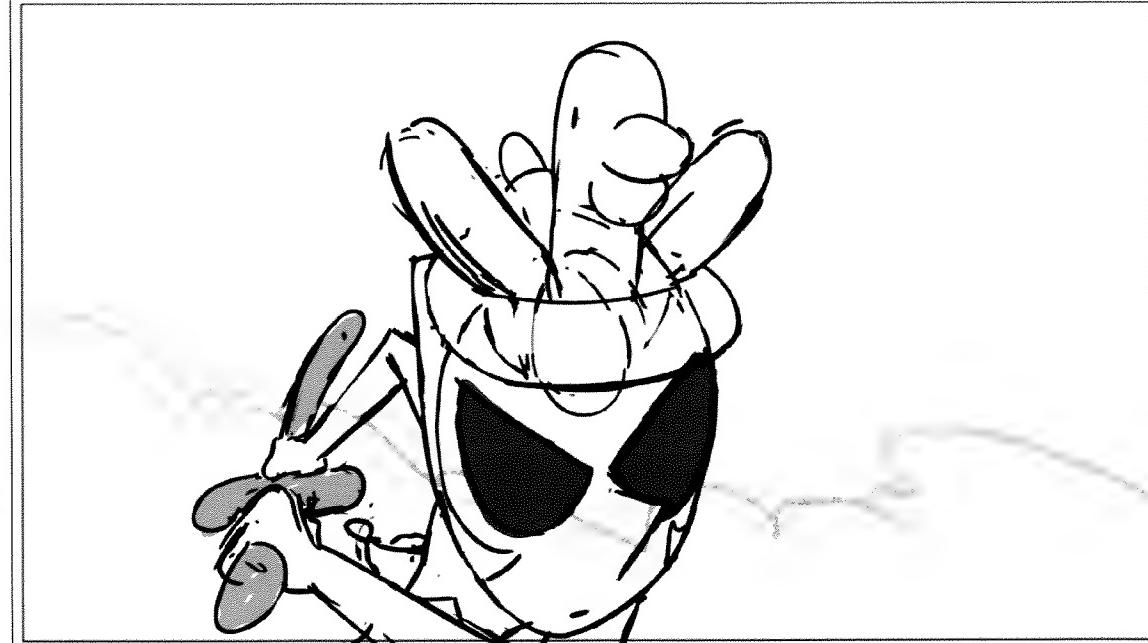
2

Scene

Panel

138 *cont*

3



1020.013
Slugging
0.02

1020.013
Action Notes
Holo-pearl leans forward in anticipation and comes to a stop.

Slugging
0.02

AUG 06 2013

1020.013



Scene

Panel

138 *cont*

4



Action Notes

Holo-Pearl does a quick anticipation downwards and then extends upward as it swings the balloon sword.

BG pans diagonally SW to simulate camera rotating around Holo-Pearl.

Slugging

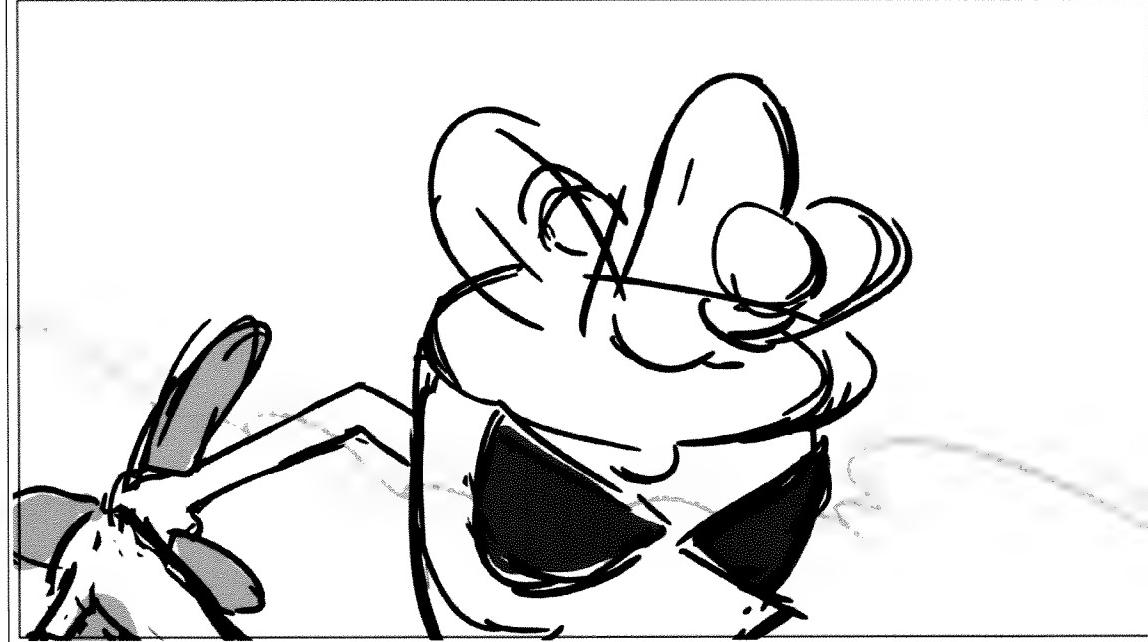
0.02

Scene

Panel

138 *cont*

5



Action Notes

BG pans diagonally SW to simulate camera rotating around Holo-Pearl.

Slugging

0.02

AUG 06 2013

1020.013

S1N.0701

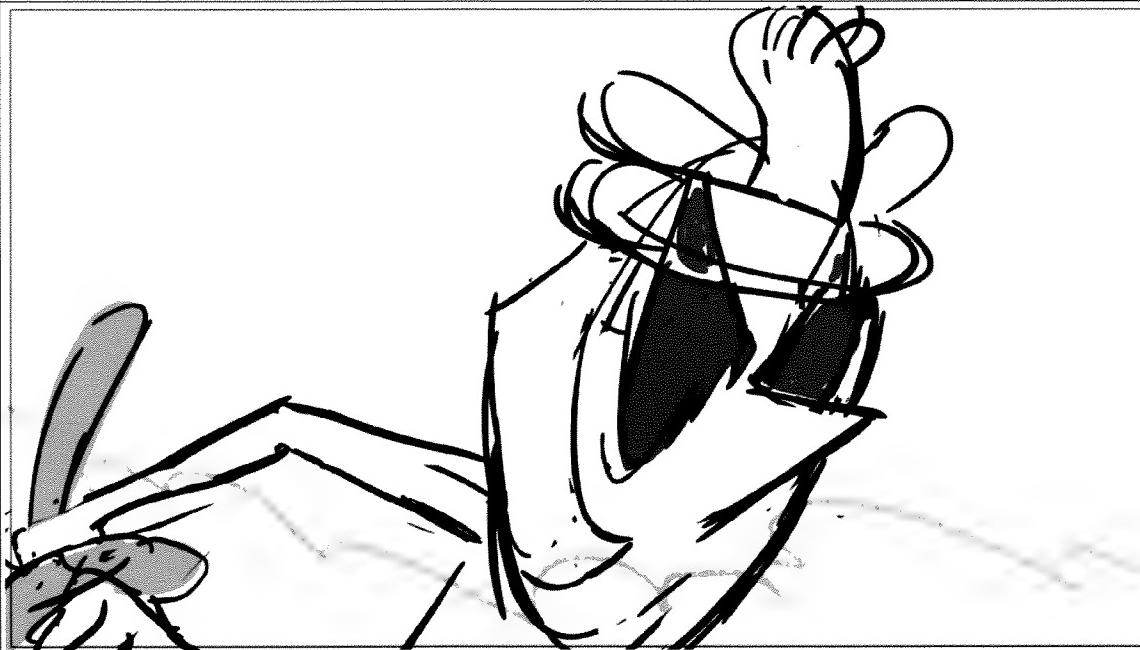
1020.013



Scene

138 Panel

6



Slugging
0.02

Scene

Panel
138 ~~cont~~

7



Slugging
0.02

AUG 06 2013

1020.013

1020 · U13



Steven The Sword Fighter

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Scene

Panel

138 *cont*

8



Scene

Panel

138 *cont*

9



1020.013

Slugging
0.02

Slugging
0.02

AUG 06 2013

1020.013



Steven The Sword Fighter

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Action Notes
quick flash of abstract shapes to emphasize sword striking.

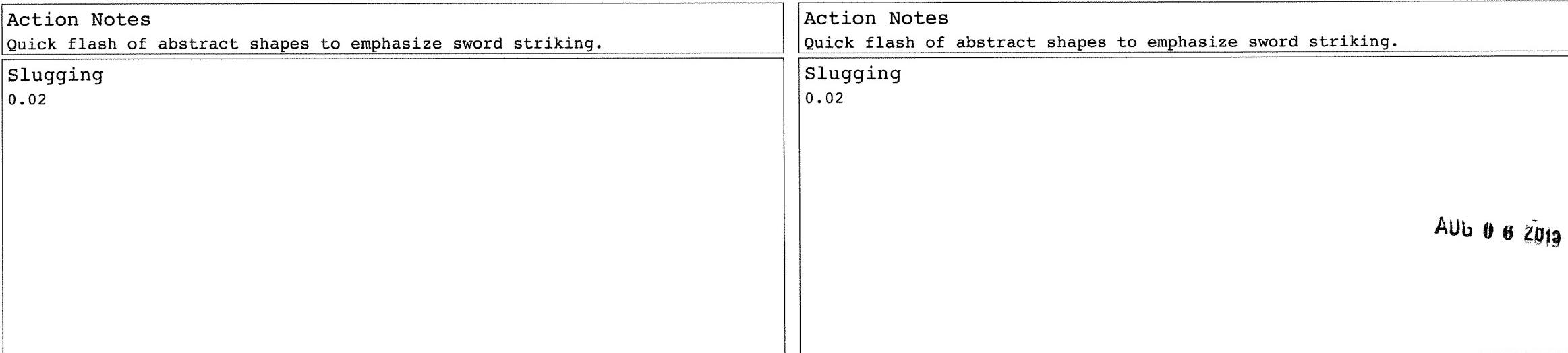
Slugging
0.02



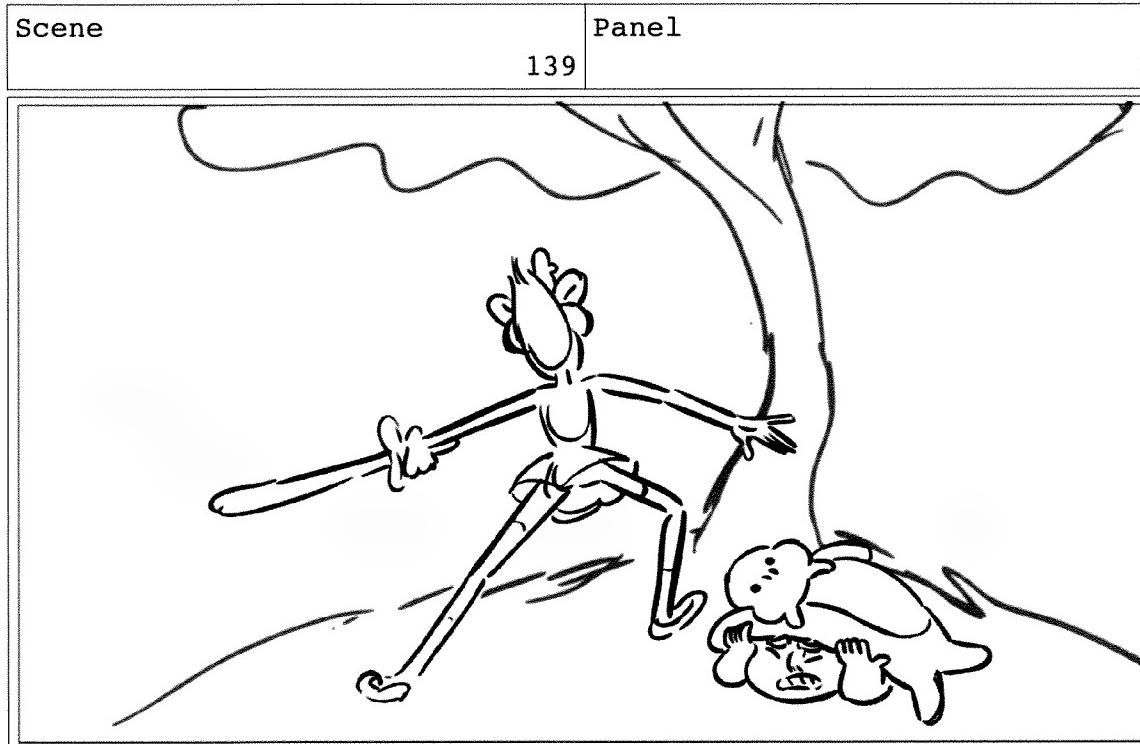
Action Notes
Quick flash of abstract shapes to emphasize sword striking.

Slugging
0.02

AUG 06 2019



1020 . 013



Action Notes
Holding for a beat,
Holo-Pearl stands still, having finished swinging balloon sword at tree.
Steven hides underneath stuffed walrus.

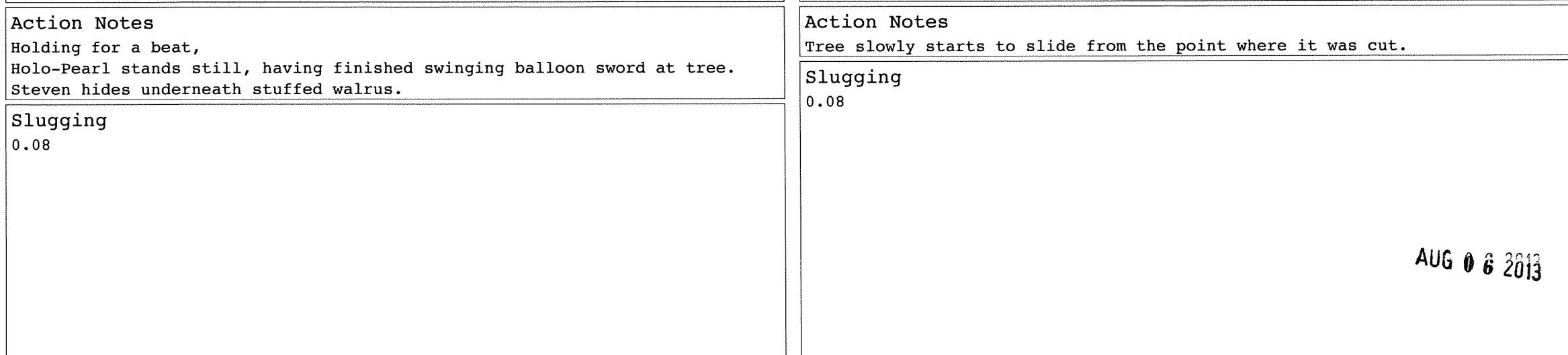
Slugging
0.08



Action Notes
Tree slowly starts to slide from the point where it was cut.

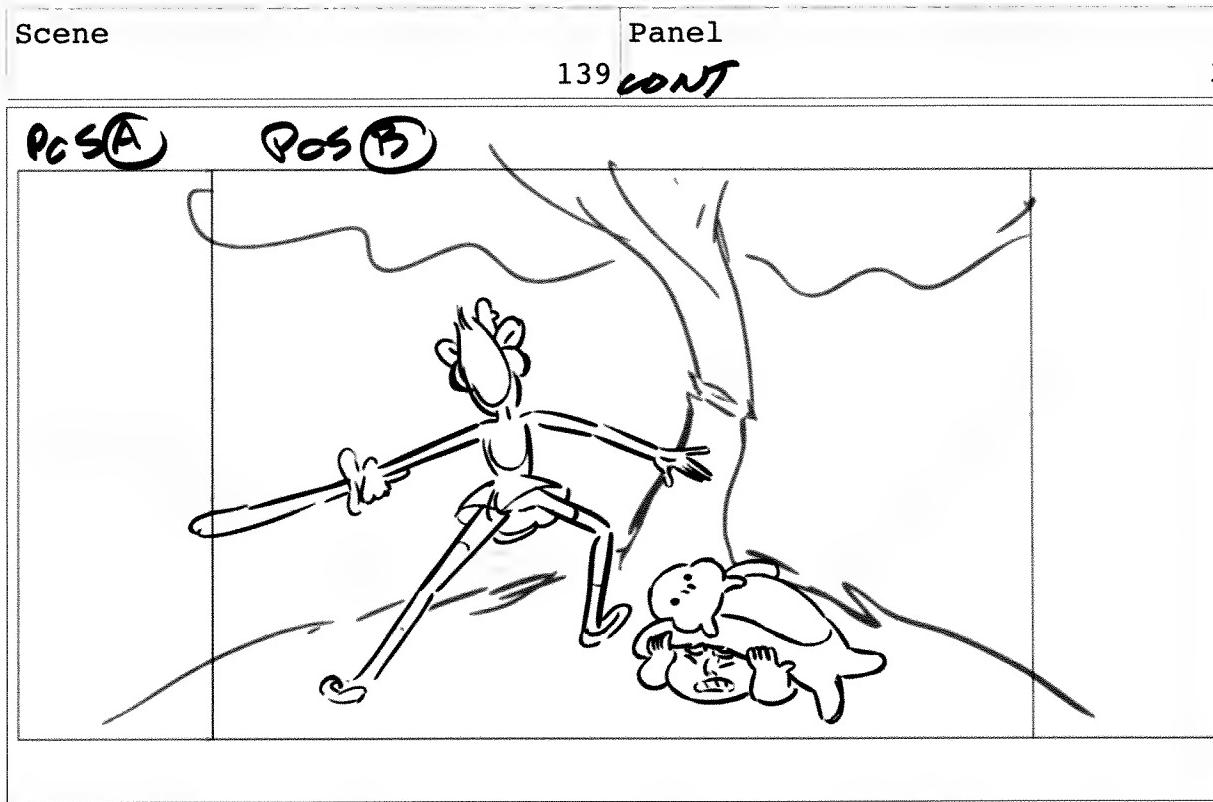
Slugging
0.08

AUG 06 2013



1020.013

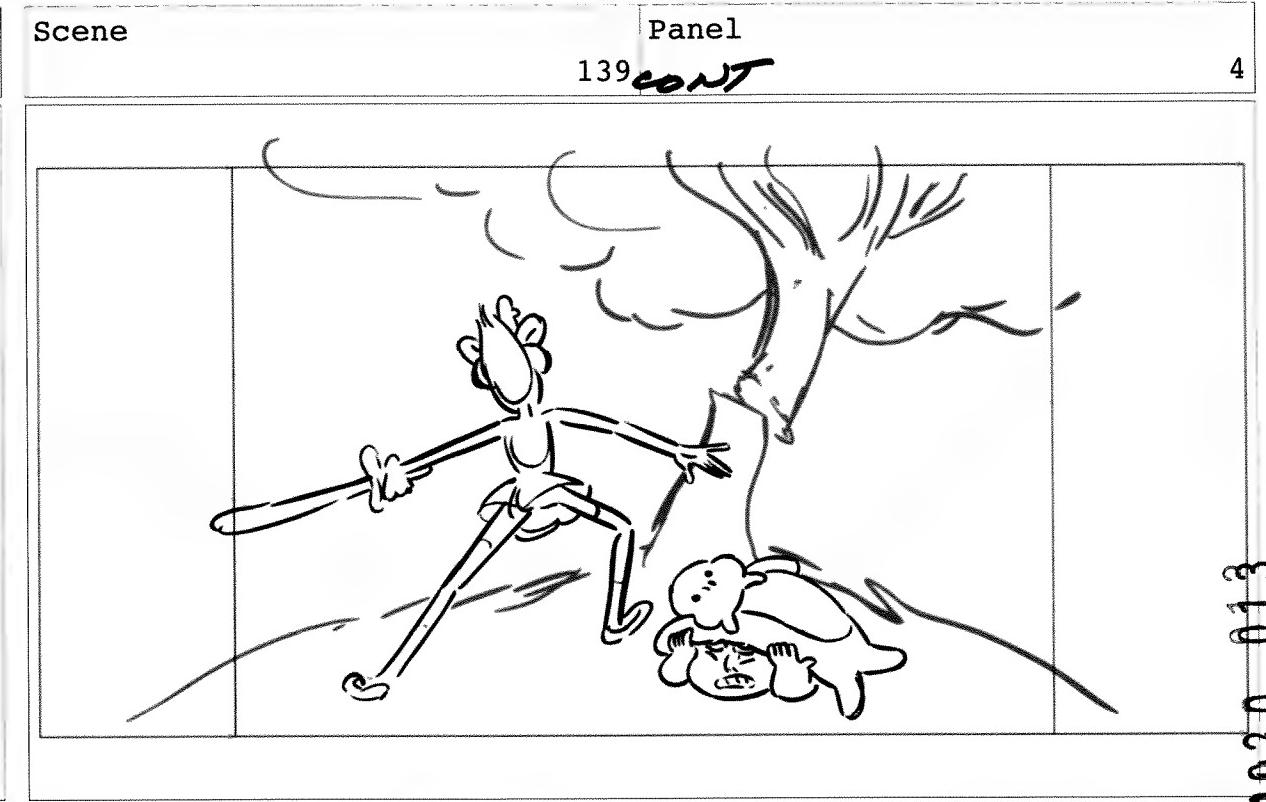
1020.013



Action Notes
Camera ADJ East to follow the tree falling.

Slugging
ADJ: 0.08

Total ADJ frames Panels 3 to 7 = 1.10



Action Notes
Tree falls over, away from camera,
Camera ADJ East to follow the falling tree.

Slugging
ADJ: 0.06

AUG 06 2013

1020.013



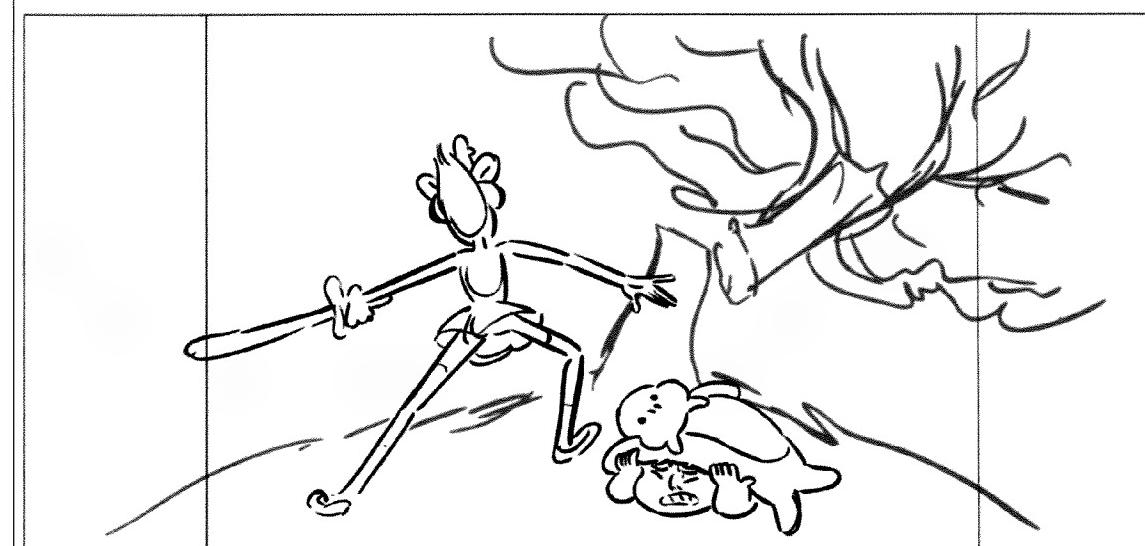
Scene

Panel

139

cont

5



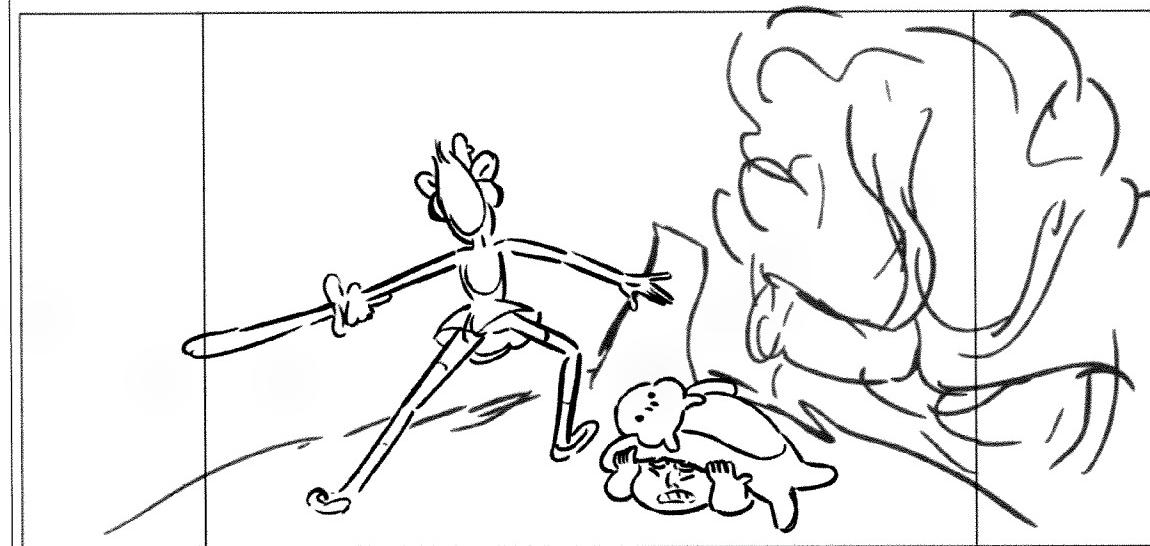
Scene

Panel

139

cont

6



Slugging

ADJ: 0.04

Slugging

ADJ: 0.03

AUG 06 2013

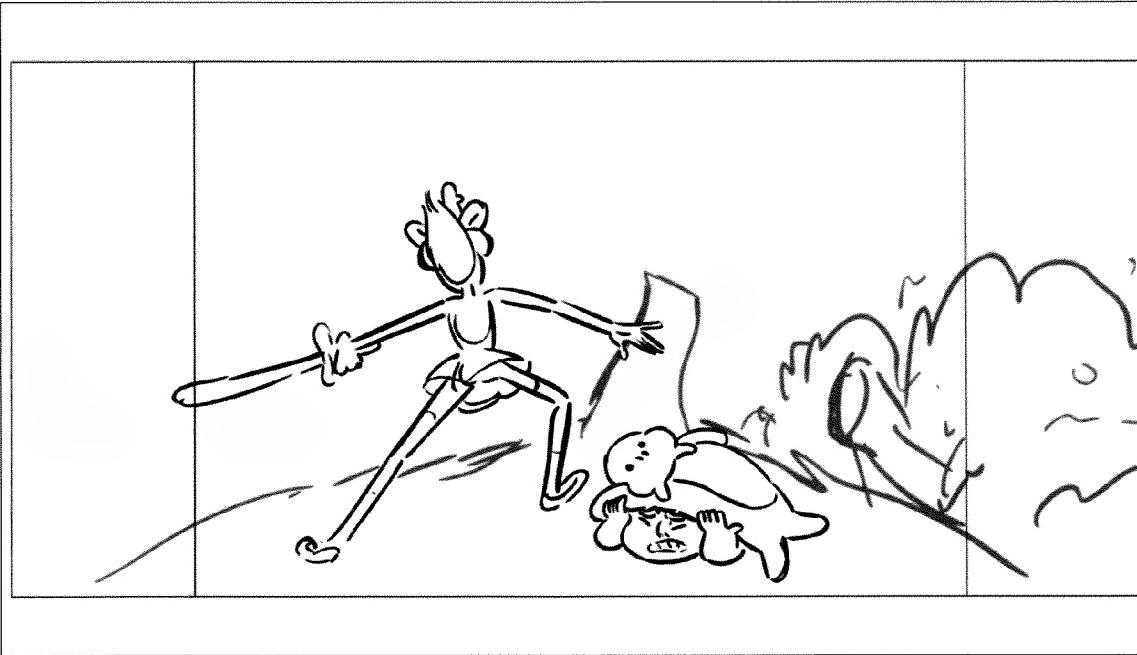
1020.013

1020.013

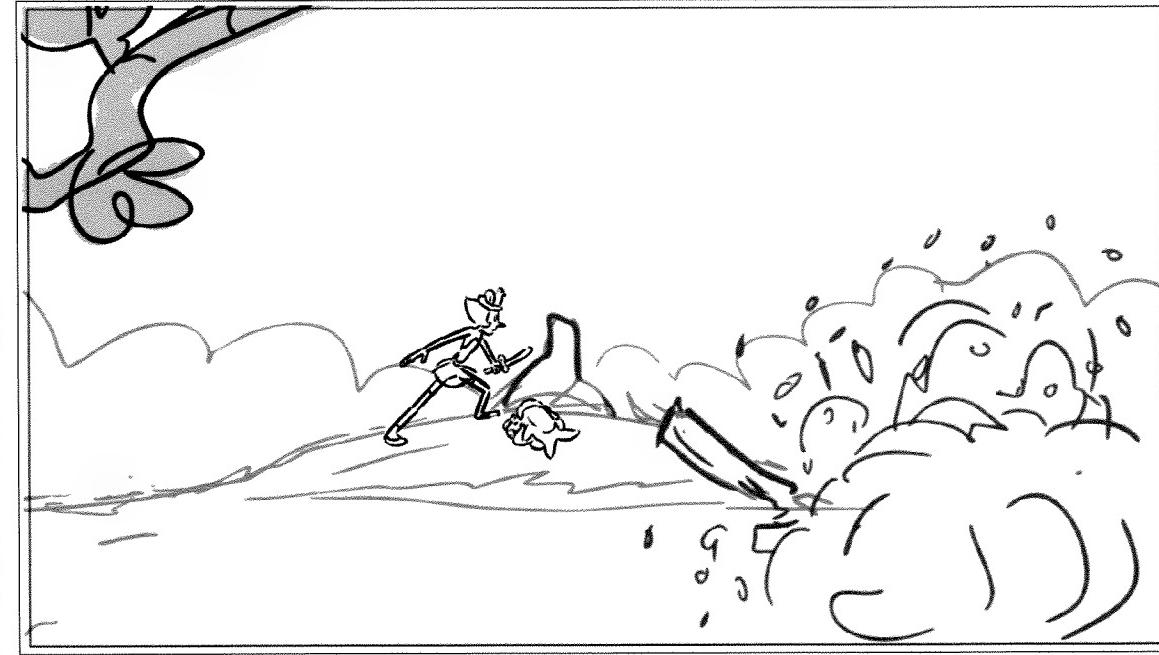
1020.013



Scene	Panel
139	<i>cont</i>



Scene	Panel
140	1



Action Notes
Scene cuts on action as tree contacts ground.

Slugging
ADJ: 0.05

Action Notes
scene cuts on action as tree contacts ground, petals and bits of branches fly into the air.
Holo-Pearl stands still, Steven is hiding under stuffed walrus.

Slugging
0.08

AUG 06 2013

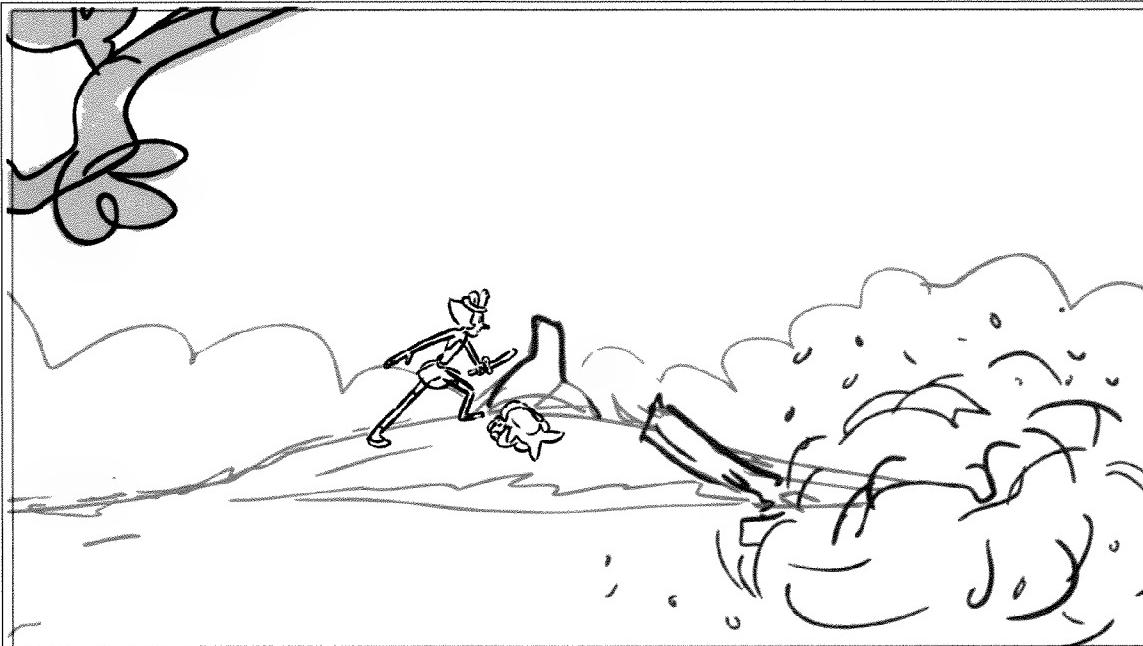
1020.013

1020.013

1020.013



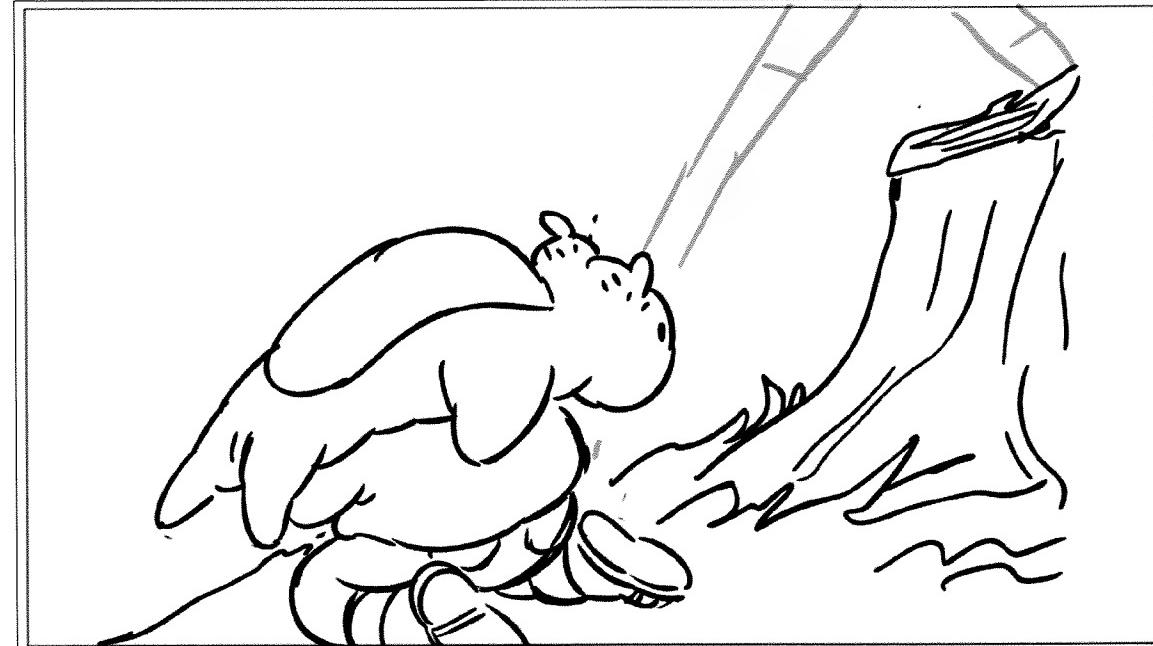
Scene 140 Panel 2
cont



Action Notes
Tree settles.

Slugging
1.07

Scene 141 Panel 1



Action Notes
Holo-Pearl is standing behind steven to his right.

Slugging
0.08

AUG 06 2013

1020.013

1020.013

1020.013



Scene

Panel

141 *CONT*

2



1020.013

Dialogue

STEVEN: Oh no the tree!!

Action Notes

Steven twists around, still holding stuffed walrus over his head.

Slugging

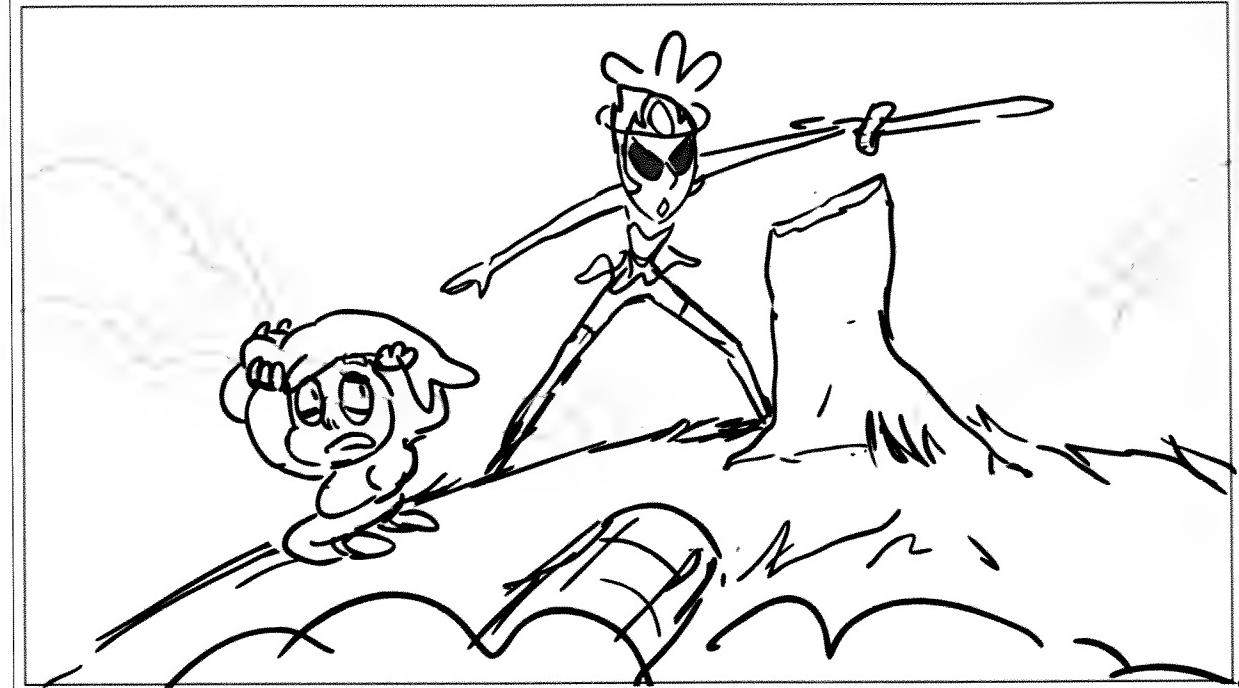
2.06

Scene

Panel

142

1



1020.013

Dialogue

HP: Challenger...

Slugging

1.00

AUG 06 2019

1020.013

Scene 142 Panel cont 2



Pos B
↑
Pos A

Dialogue

HP: ...defeated.

Action Notes

Camera ADJ North, following Holo-Pearl as it stands up.

Slugging

ADJ: 0.05

Then HOLD: 0.12

Scene 142 Panel cont 3



1020.013

Dialogue

HP: ...defeated.

Action Notes

Camera ADJ North, following Holo-Pearl as it stands up.

Slugging

ADJ: 0.05

Then HOLD: 0.12

Action Notes

Holo-Pearl eyes no longer red.

Slugging

1.00

AUG 06 2013

1020.013

Scene

Panel

143

1



Dialogue

STEVEN: Real Pearl would never do that!

Slugging

3.07

Notes

H.U. Steven to previous scene.



Scene

Panel

143

cont

2



Dialogue

STEVEN: argh,

Slugging

Panels 2 + 3 = 2.13

AUG 06 2013

1020.013

1020.013

1020.013

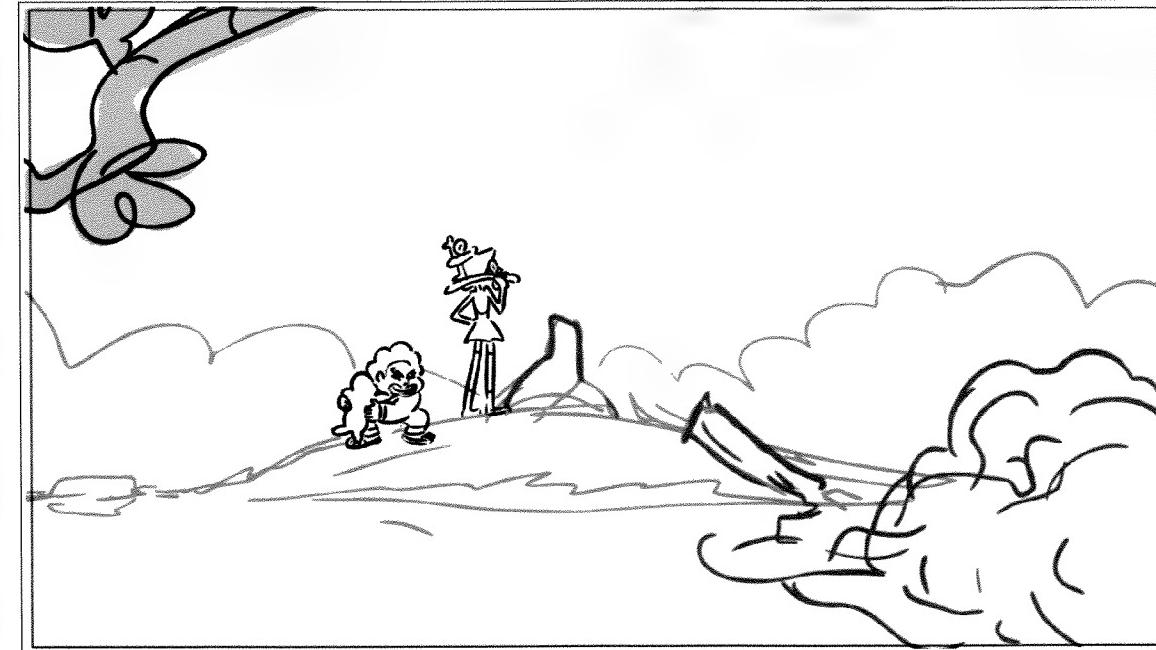


Scene 143 Panel 3
143 *CONT*



Dialogue
STEVEN: you're hopeless!

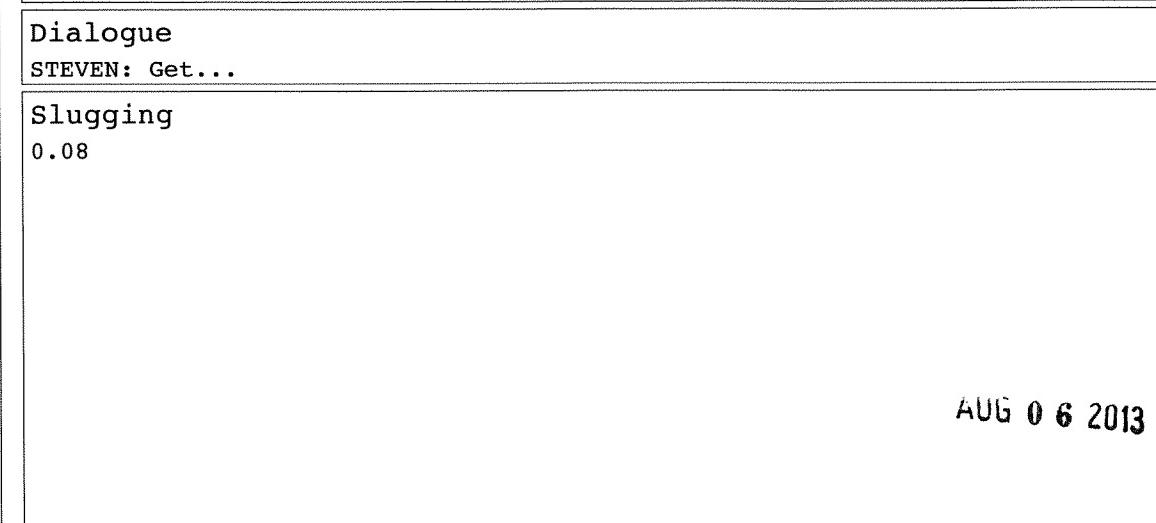
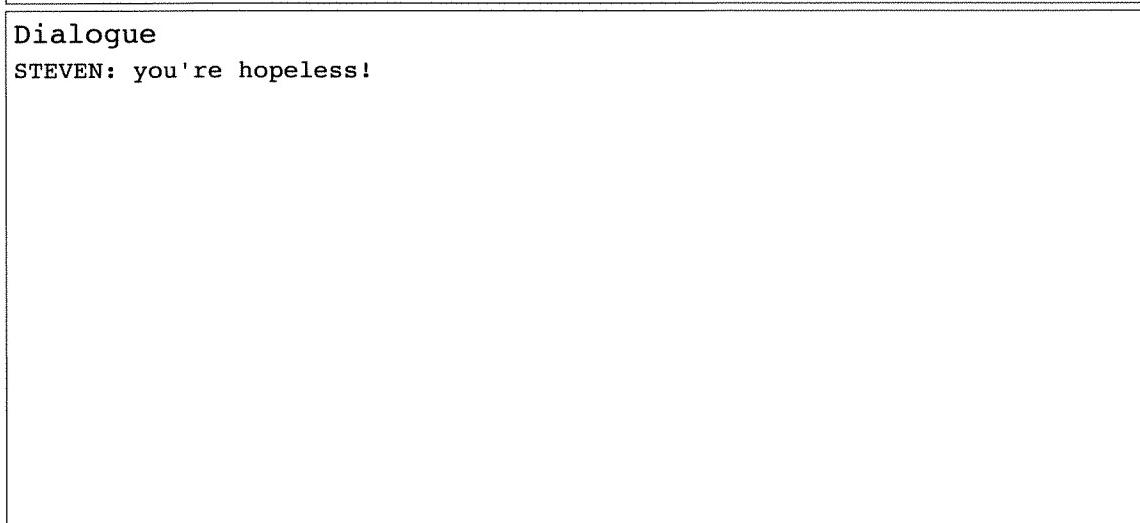
Scene 144 Panel 1
144



Dialogue
STEVEN: Get...

Slugging
0.08

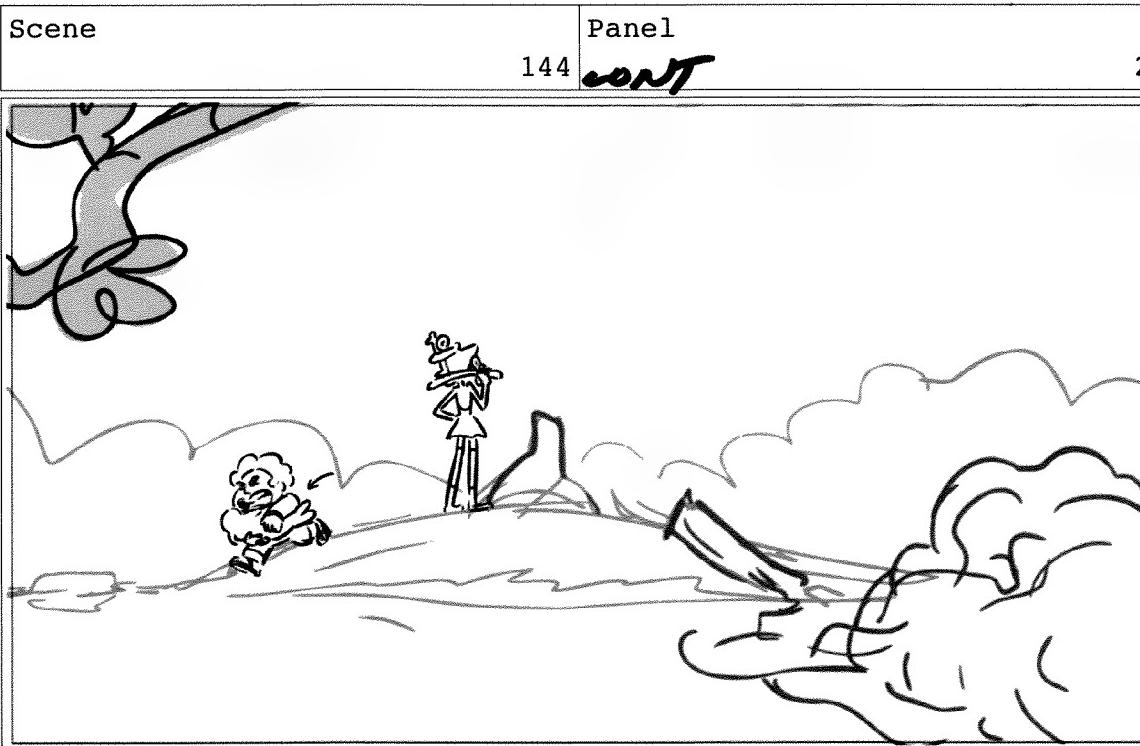
AUG 06 2013



1020.013

1020.013

1020.013



Dialogue
STEVEN: ...away from me!

Action Notes
Steven runs away, holding stuffed walrus

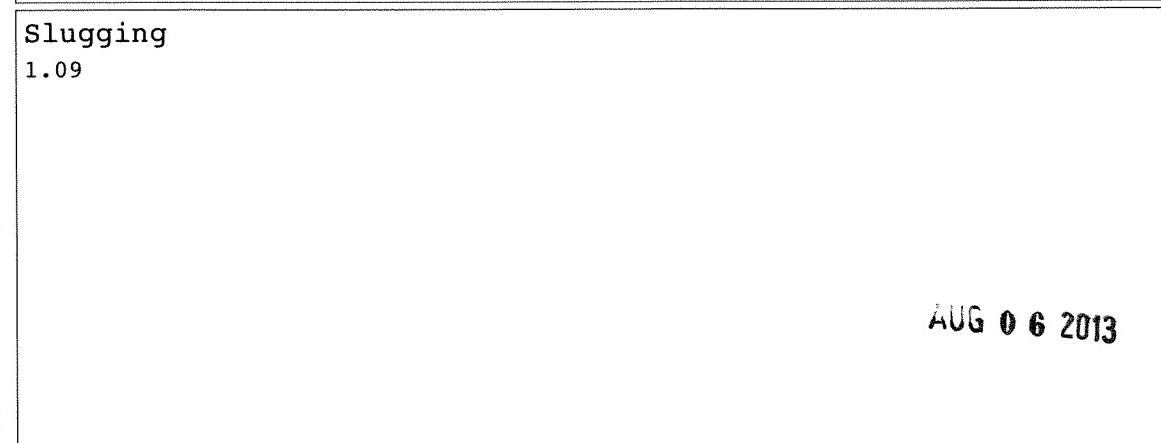
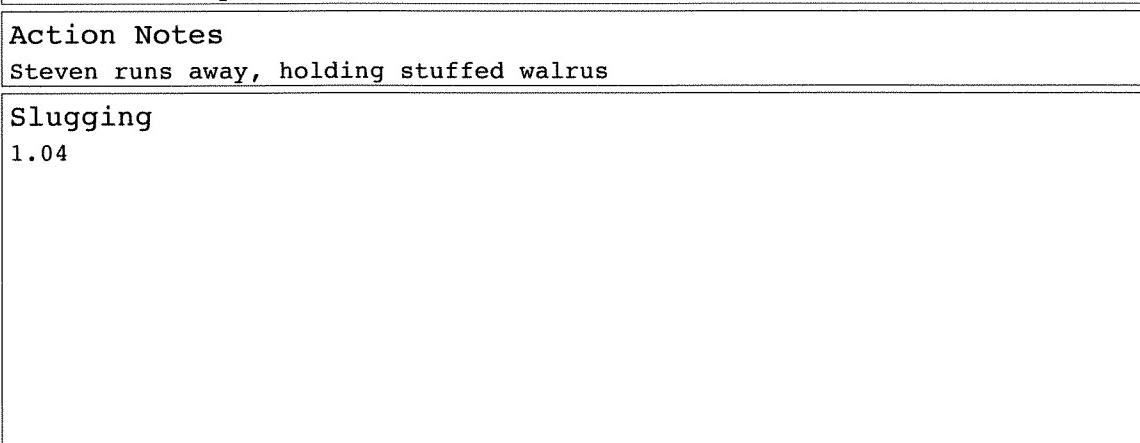
Slugging
1.04



Action Notes
Steven OUT West.

Slugging
1.09

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1020.013



Scene

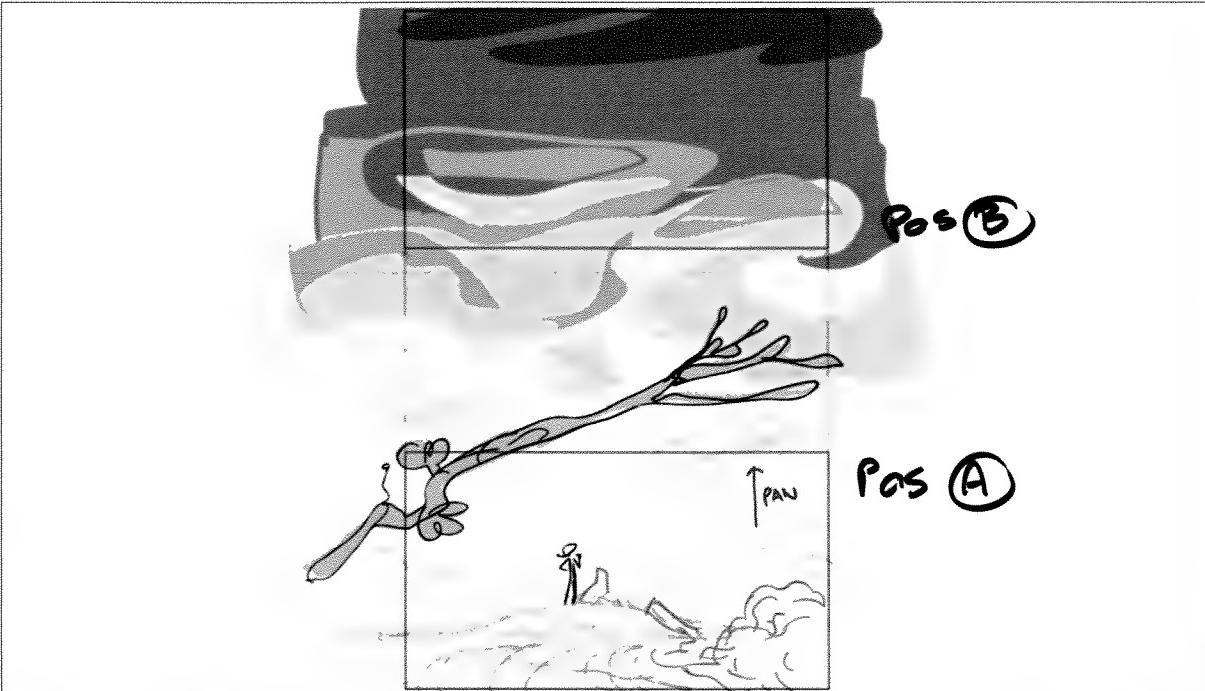
Panel

144 cont

Scene

Panel

144 cont



1020 . 013

Action Notes

Camera ADJ North to reveal storm in the sky.

Slugging

ADJ: 2.14

Then HOLD: 0.07

Scene

Panel

4

5



Action Notes

Lightning flashes.

Slugging

0.04

AUG 06 2013

1020 . 013



Scene

Panel

145

1



1020.013

Action Notes

Ext. temple, raining.

Slugging

1.09

Scene

Panel

145

cont

2A

2



1020.013

Action Notes

Lightning flashes

Slugging

0.06

AUG 06 2013

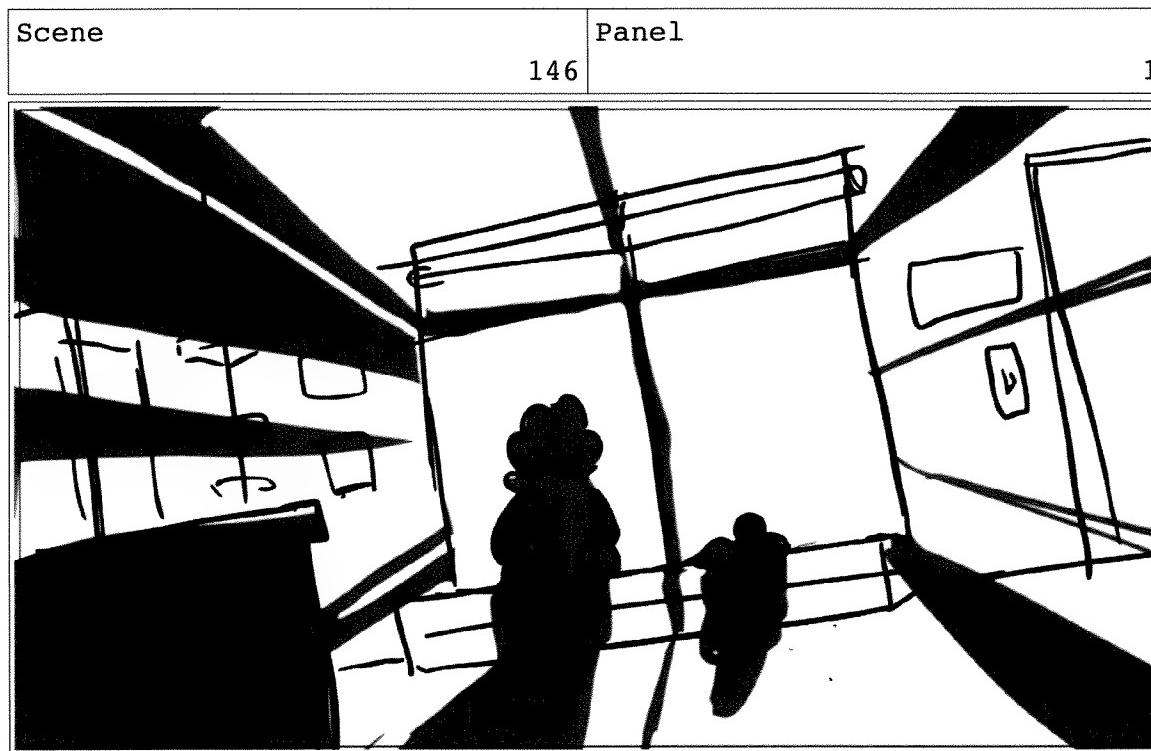


2B

1020.013



1020.013

**Action Notes**

Lightning flashing outside lighting interior of kitchen dramatically.
Steven kneeling - looking out the window.
Pearl's gem next to him wrapped in a blanket.

Slugging

0.06

**Dialogue**

STEVEN: It's too bad you're still not back, Pearl.

Action Notes

Raining outside, moon lighting.

Slugging

3.12

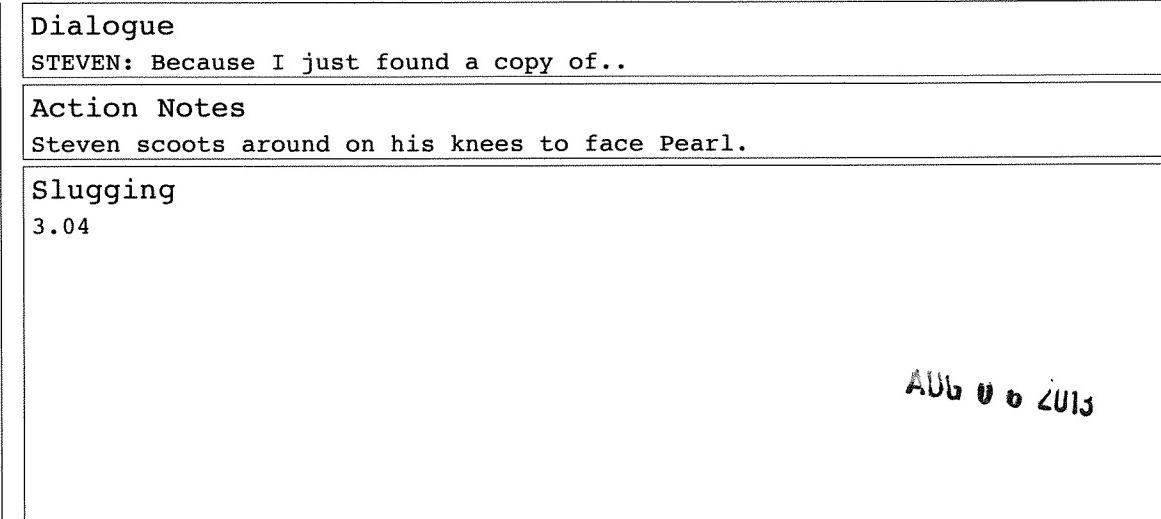
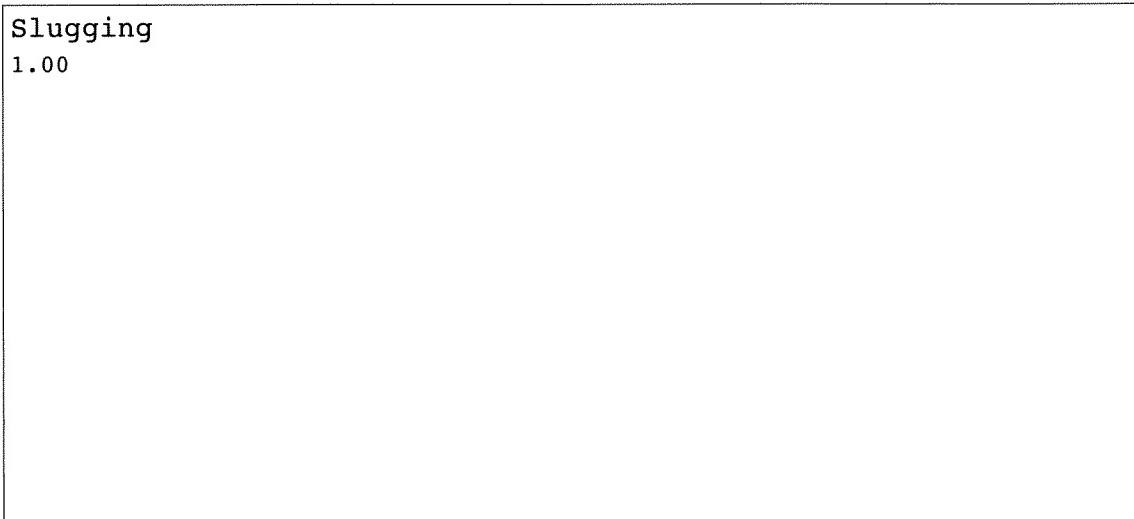
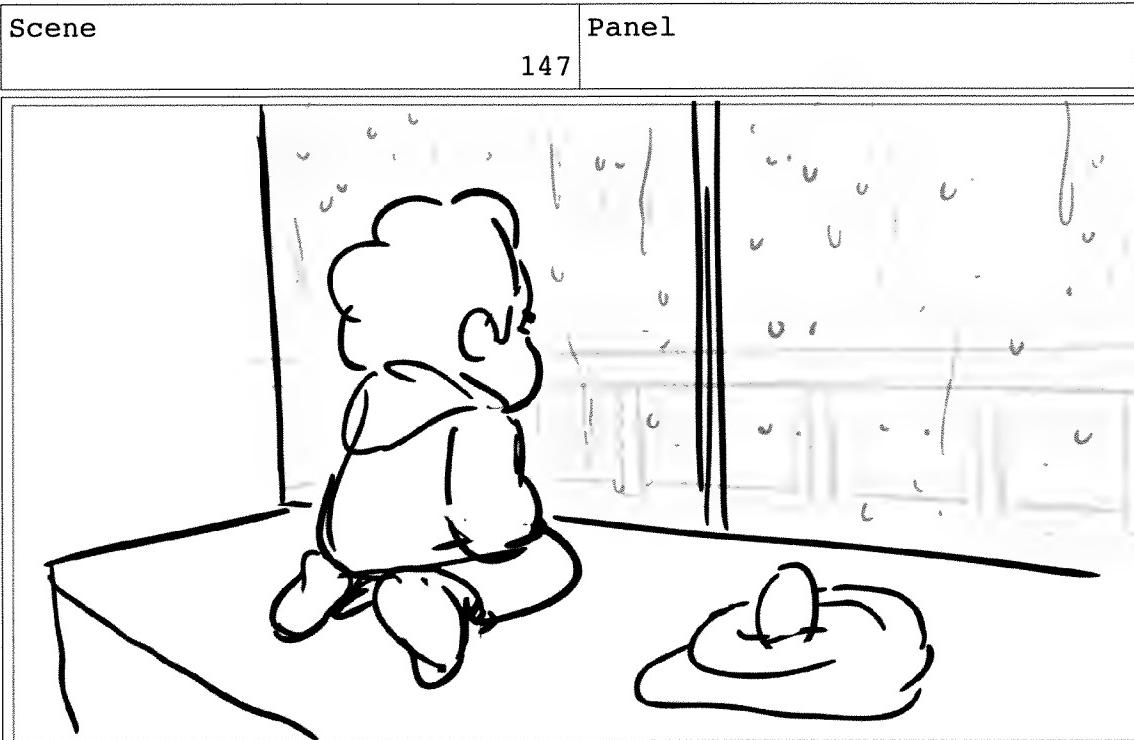
AUG 06 2013

1020.013



Steven The Sword Fighter

Page 296



1020.013

1020.013



Steven The Sword Fighter

Page 297,

Scene

Panel
148

1



Dialogue

STEVEN: ...the...

Slugging

Panels 1 + 2 = 0.05

Scene

Panel
148

cont

2



Dialogue

STEVEN: ...the...

AUG 06 2013

1020.013

1020.013

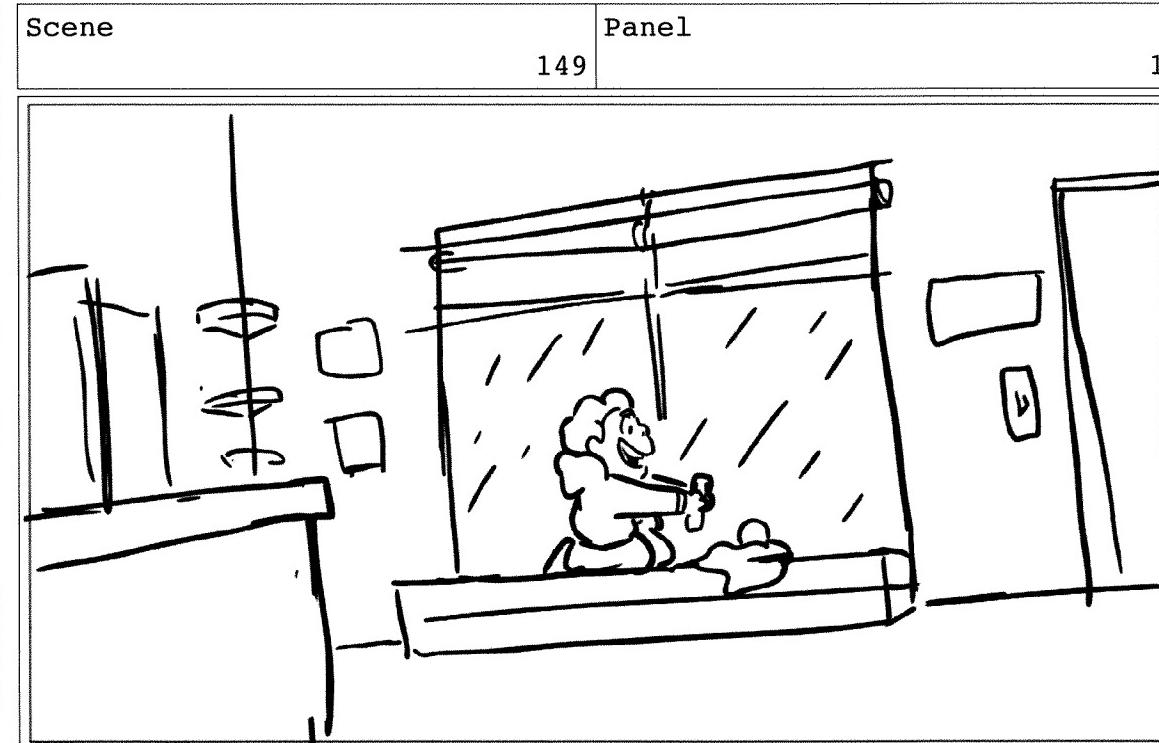
1020.013



Dialogue
STEVEN: ... fifth Lonely Blade movie!

Action Notes
Steven presents Lonely Blade VHS to Pearl.

Slugging
3.03



Action Notes
Raining outside.
Hold for a beat, Steven hoping for a response from Pearl.

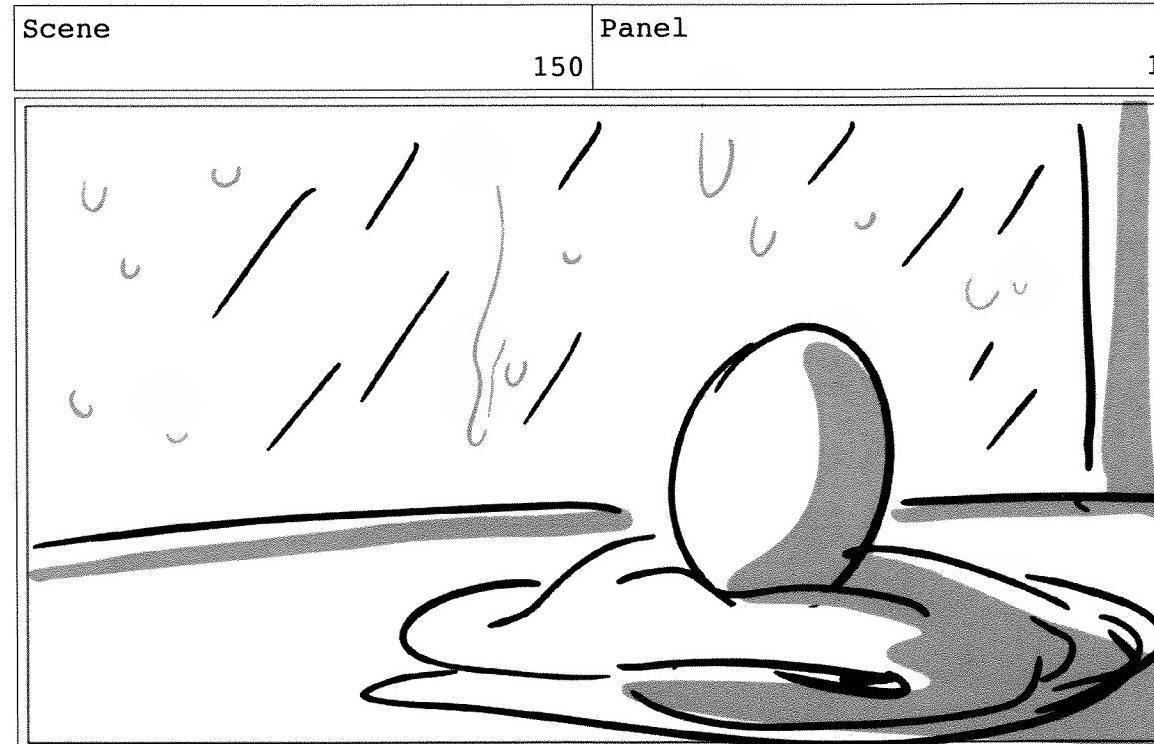
Slugging
1.07

AUG 06 2013



Action Notes
Steven is surprised by lack of reaction.

Slugging
1.07



Dialogue
STEVEN (os): *Sigh*

Action Notes
Raining outside.

Slugging
2.08

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1020-013

1020-013

1020-013



Scene

Panel

151

1



Dialogue

STEVEN: How long are you gonna make me wait, Pearl?

Slugging

4.10

Scene

Panel

151

cont

2



Dialogue

Microwave: *beepbeepbeep!*

STEVEN: Oh, the popcorn's done!

Slugging

2.09

AUG 06 2013

1020.013

1020.013

1020.013



Scene 151 Panel 3

151 *cont*



Dialogue

STEVEN: Stay right there!

Action Notes

Steven turns and runs towards the West.

Slugging

1.08

Notes

H.U. Steven's left arm to next scene - his arm is out wide.

Scene 152 Panel 1

152



Action Notes

Steven puts down VHS.

Slugging

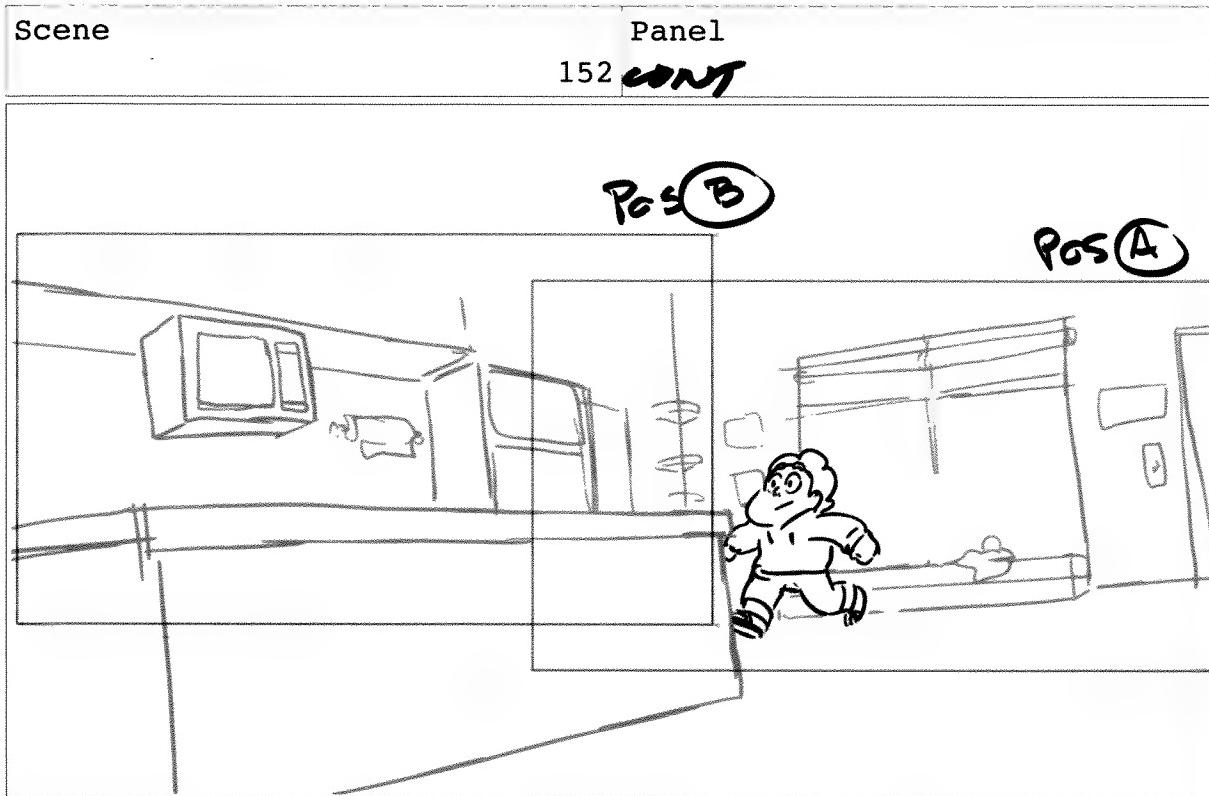
0.04

AUG 08 2013

1020.013

1020.013

1020.013



1020 . 013

Action Notes

Steven runs over to microwave, camera ADJ NW with him as he moves.

Slugging

ADJ: 0.13

Total ADJ frames Panels 2 to 4 = 2.06



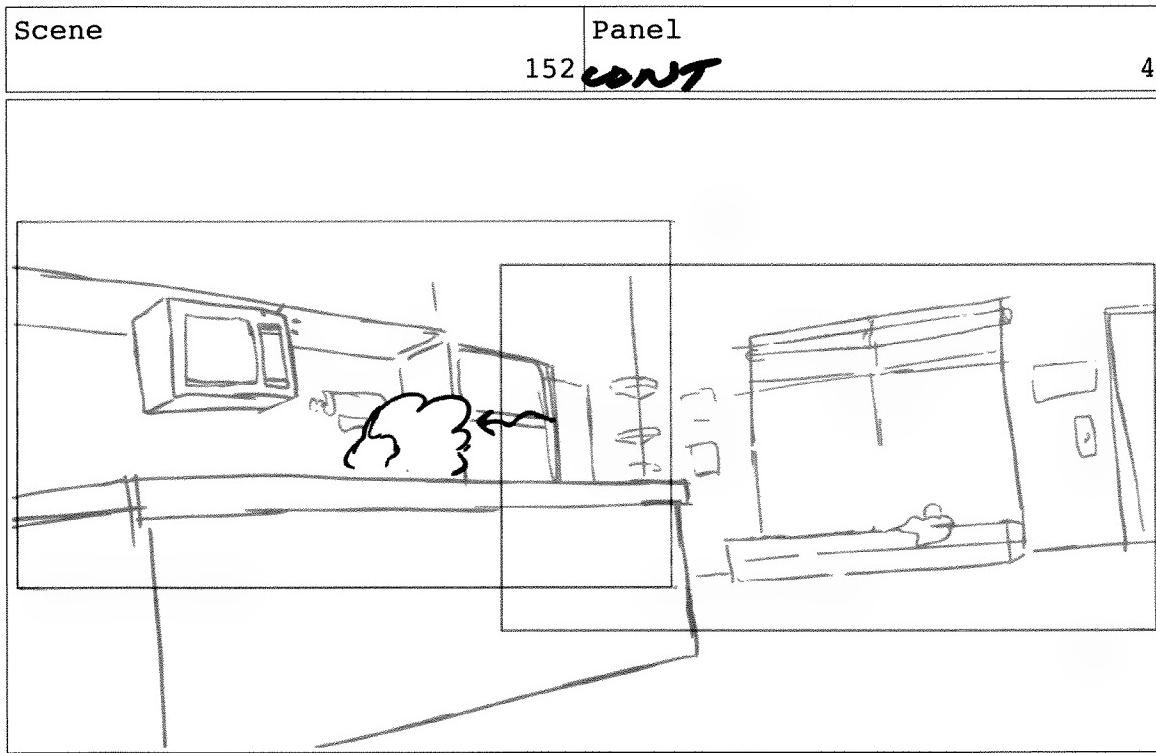
1020 . 013

AUG 06 2013

1020 . 013

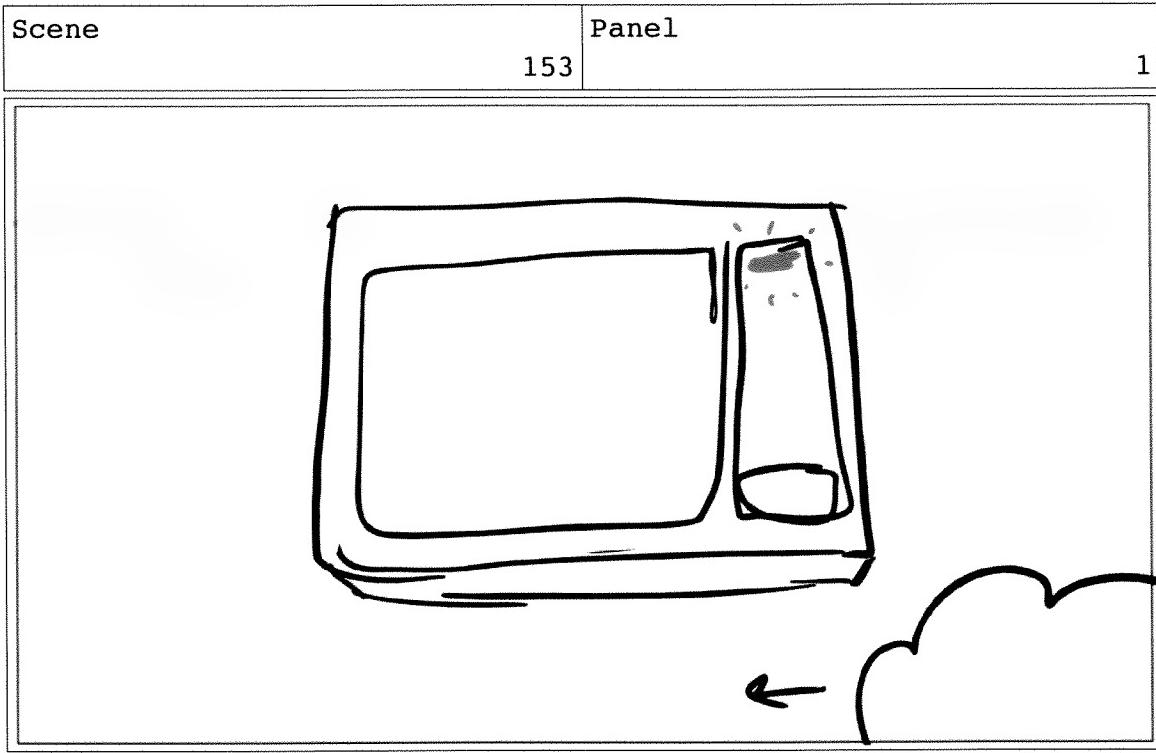


1020 . 013



Slugging

ADJ: 0.13



Action Notes

Microwave beeping, flashing light to show that it's done cooking.
Steven walks from East to center.

Slugging

0.04

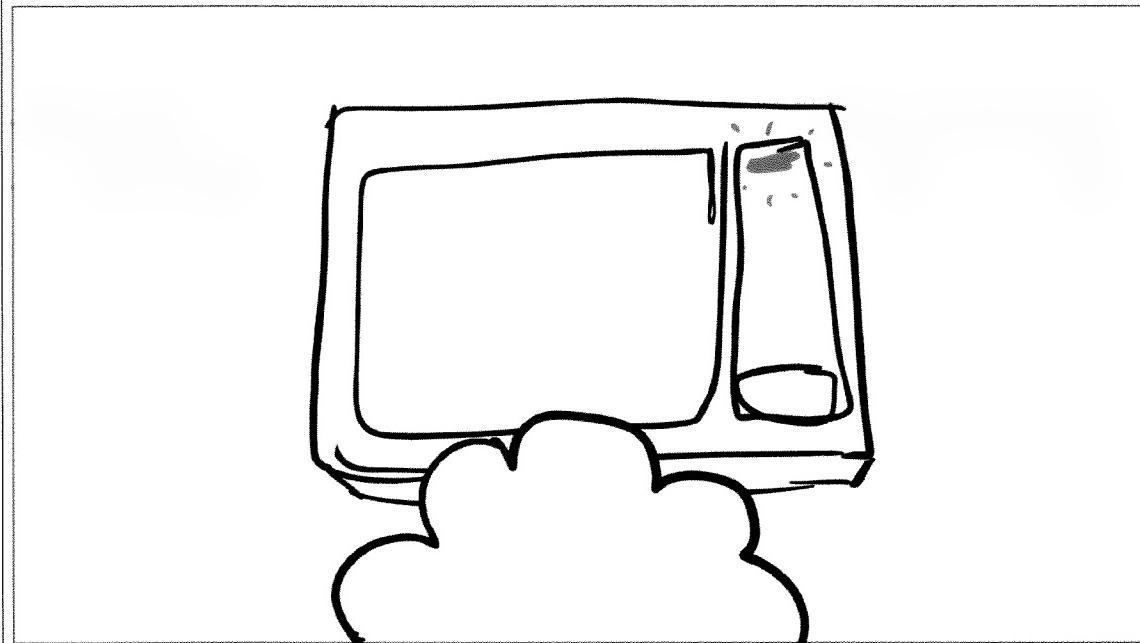
AUG 06 2013

1020 . 013

1020 . 013



Scene 153 Panel 2 *cont*

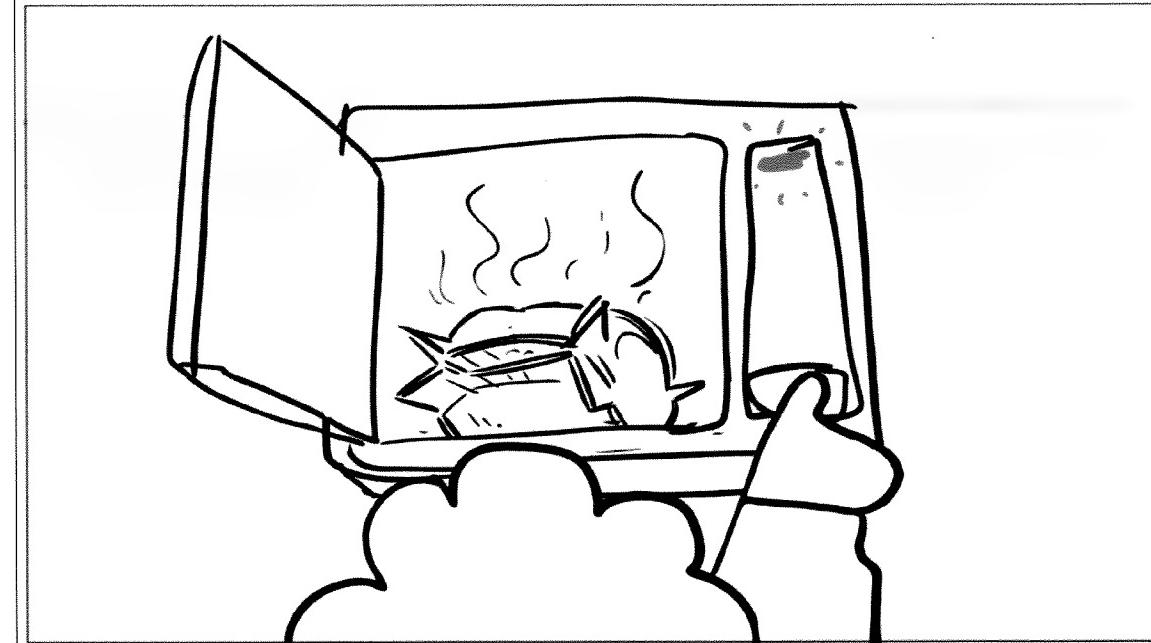
**Action Notes**

Steven stops beneath microwave.

Slugging

0.06

Scene 153 Panel 3 *cont*

**Action Notes**

Steven presses button on microwave and it opens.
Steam rises from the popcorn.

Slugging

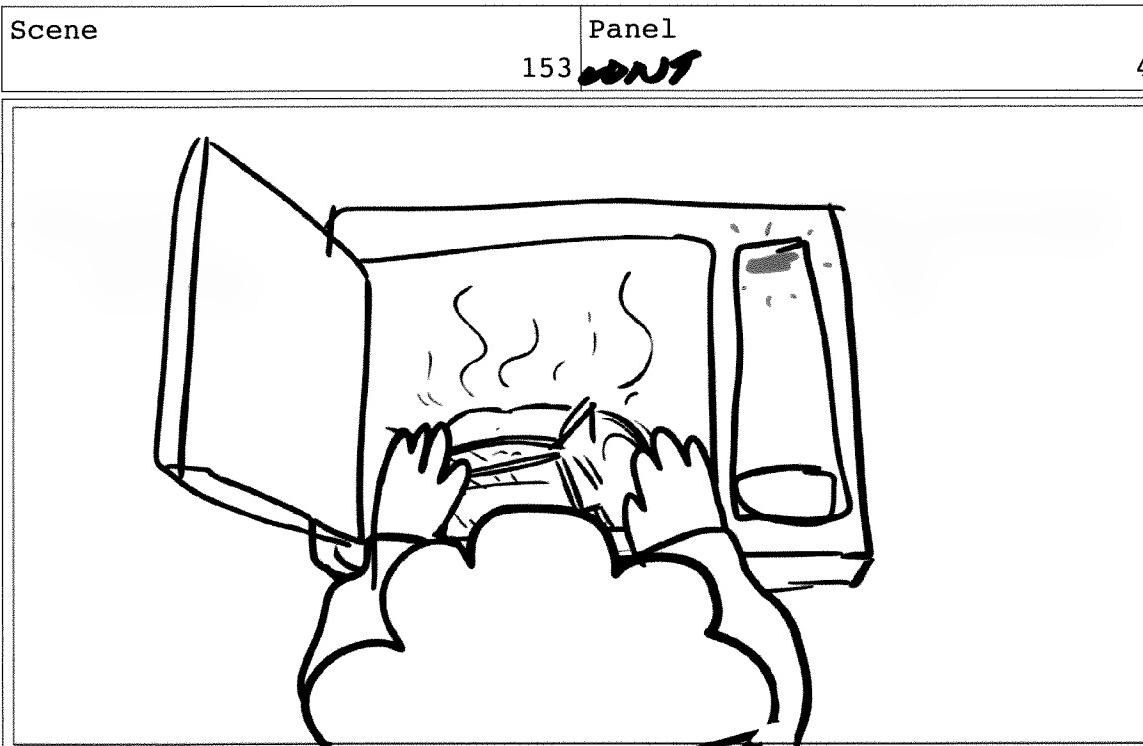
0.08

AUG 06 2013

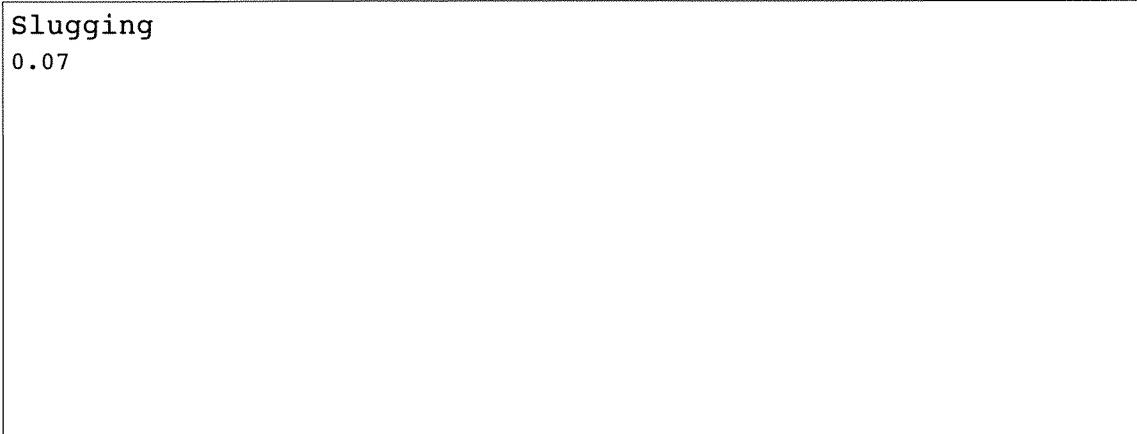
1020 . 013

1020 . 013

1020 . 013



Action Notes
steven reaches in to grab popcorn.



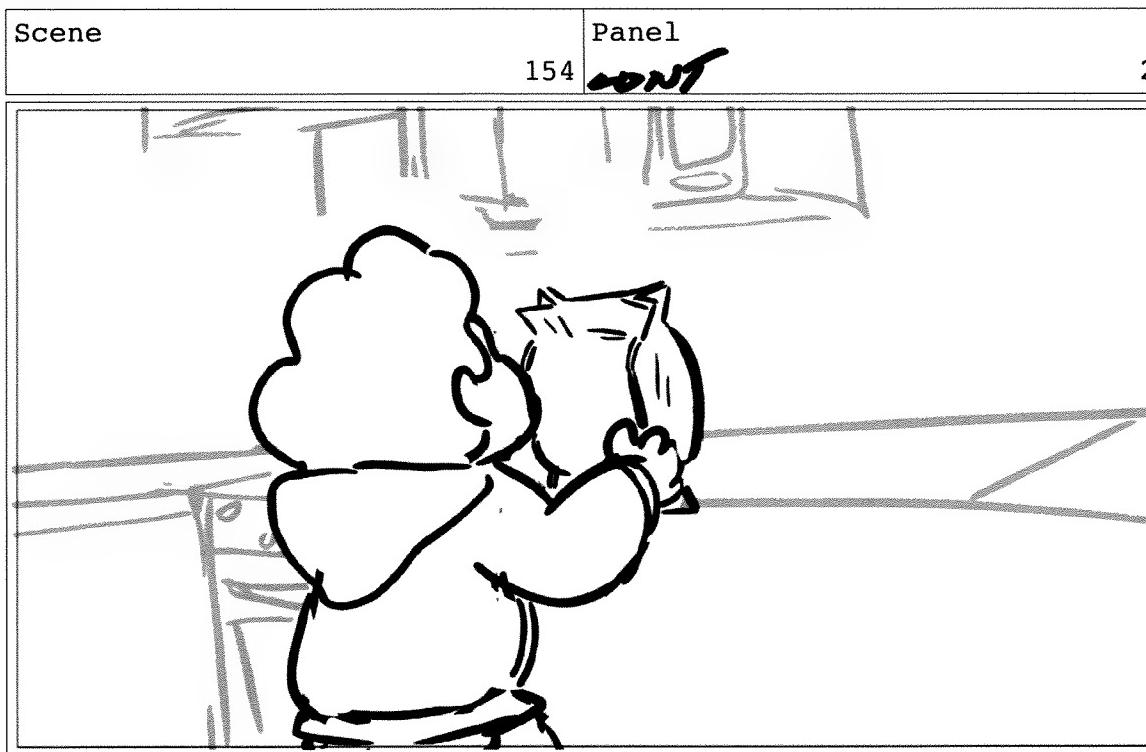
Slugging
0.06

AUG 06 2013

A blank black and white storyboard panel. It is part of scene 154, panel 2. At the top left, it says 'Slugging' and '0.06'. In the bottom right corner, there is a handwritten date 'AUG 06 2013'. There is no drawing in this panel.

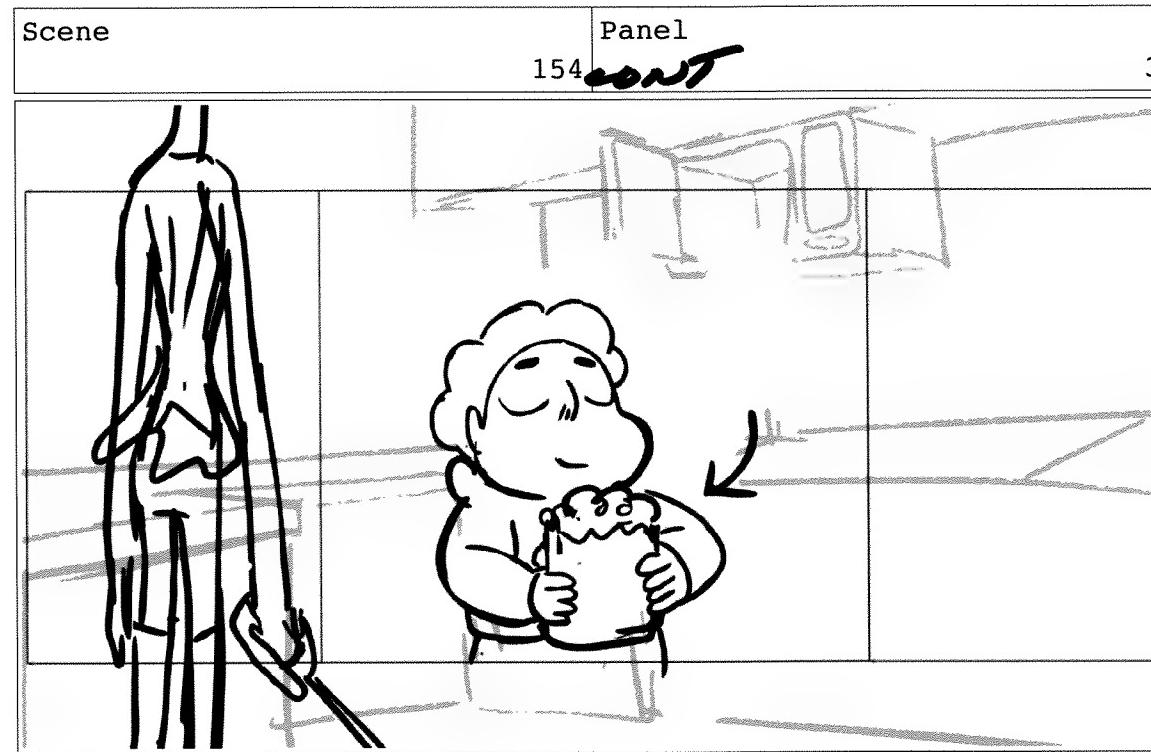


1020 . 013



Action Notes
Steven pulls popcorn out of microwave onto the counter.

Slugging
0.06



Action Notes
Steven turns to his right with his eyes closed.
Camera ADJ West revealing Holo-Pearl.

Slugging
ADJ: 0.03

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1020 . 013

1020 . 013



Scene

Panel

154 **CONT**

4



Action Notes

Steven is startled by the figure of Holo-Pearl standing next to him.

Slugging

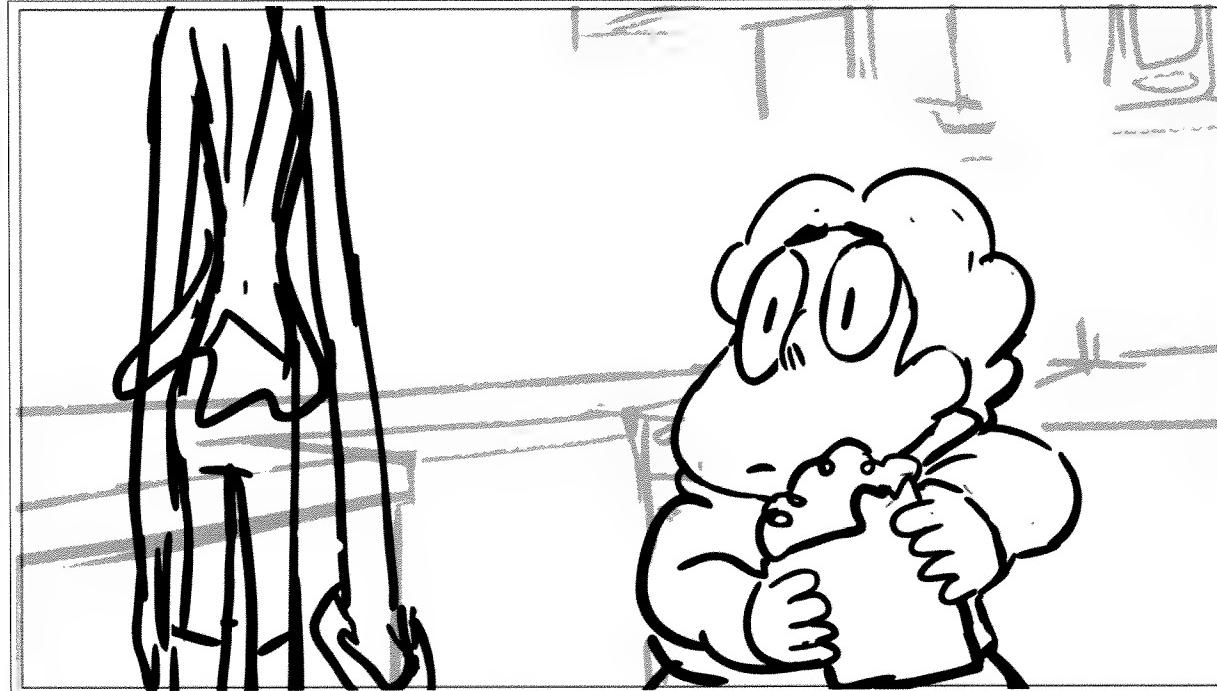
ADJ: 0.04

Scene

Panel

154 **CONT**

5



Dialogue

STEVEN: *Startled*

Slugging

0.12

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1020.013

1020 . 013

1020 . 013



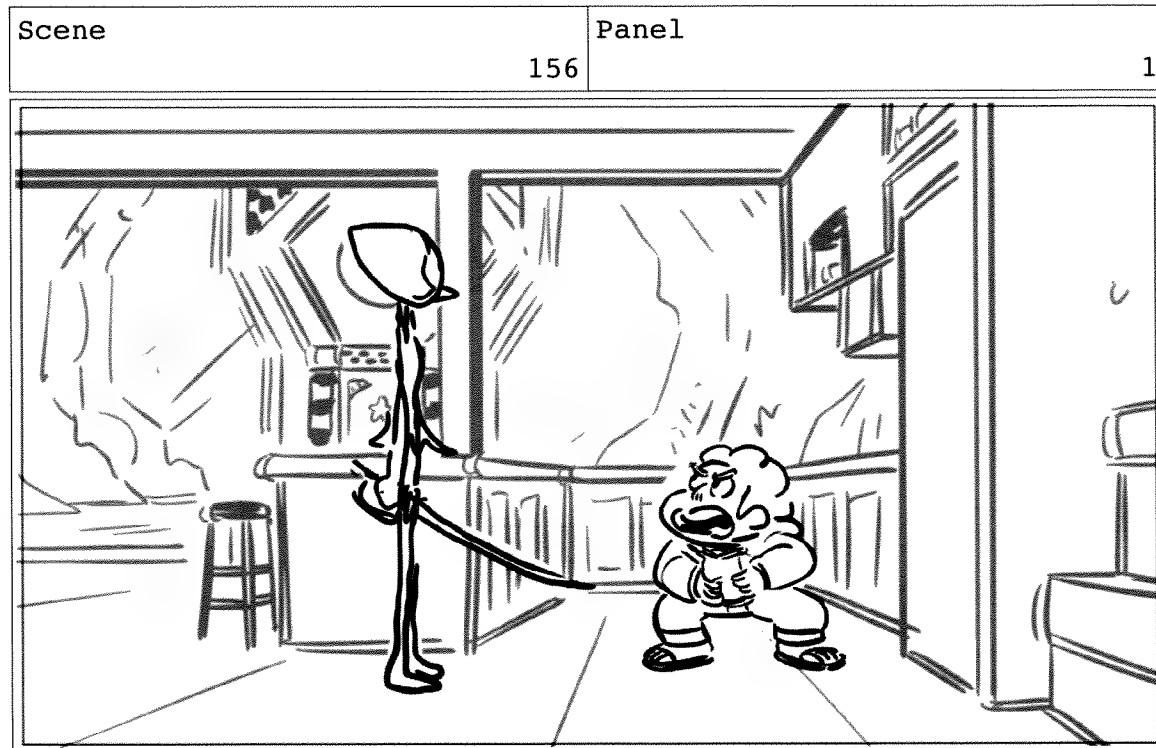
1020 . 013



Dialogue
HP: Do you wish to test your skills against me in a duel?

Slugging

4.09



Dialogue
STEVEN: No!

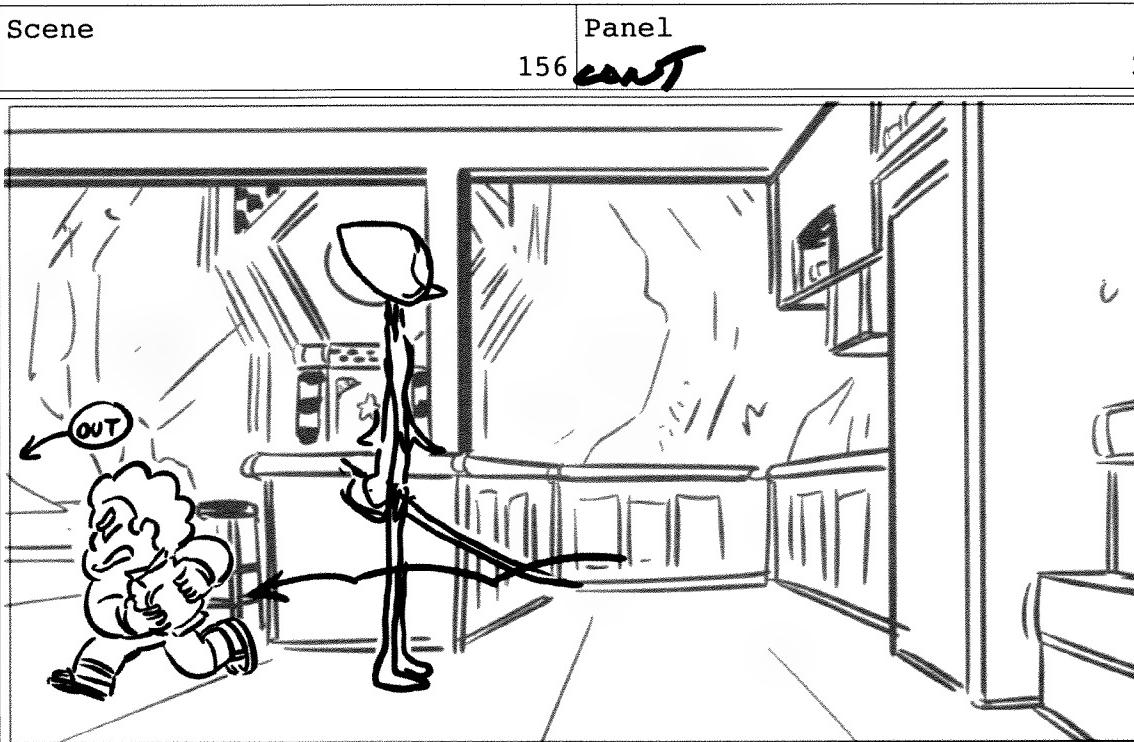
Slugging

0.15

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1020 . 013

1020 . 013



Dialogue
STEVEN: No sword fighting!!

Action Notes
Steven runs West and leaves OUT the frame.

Slugging
2.01



Action Notes
Holo-Pearl does nothing.

Slugging
1.12

AUG 06 2013

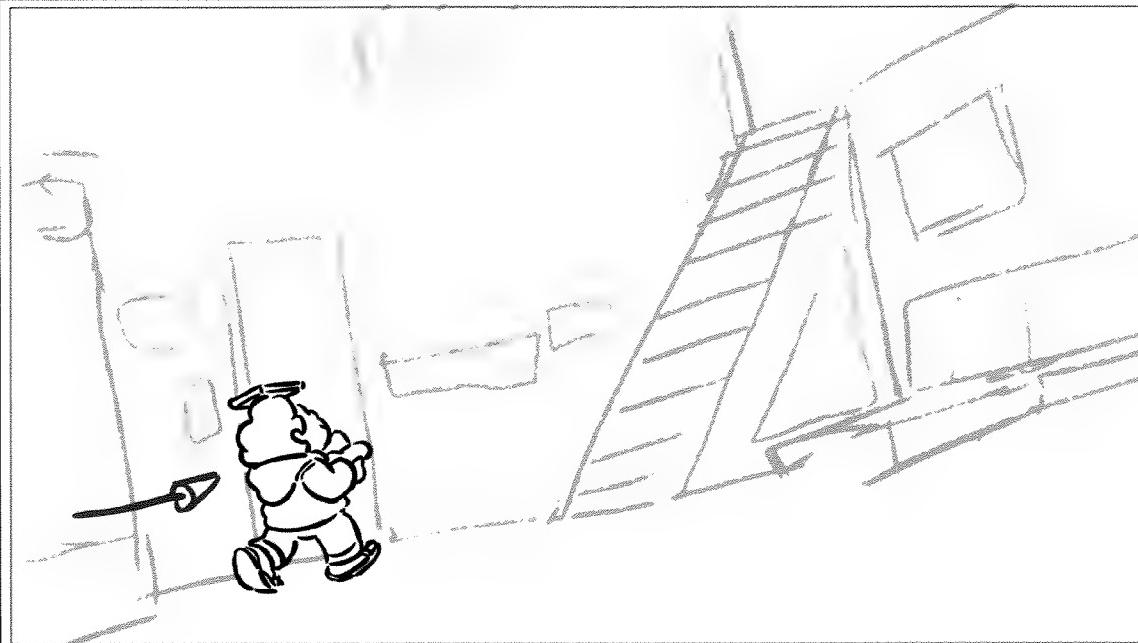
1020.013

1020.013

1020.013



Scene 158 Panel 1

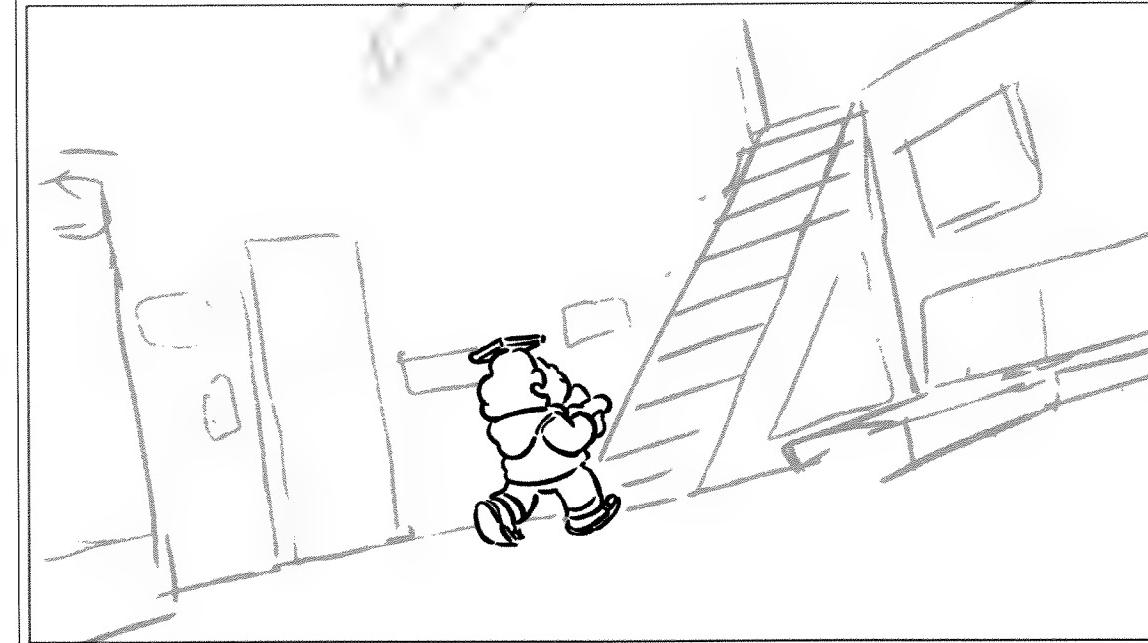
**Action Notes**

Steven is holding Pearl and her blanket in his right arm and balancing the VHS on his head.

Slugging

0.06

Scene 158 Panel 2

**Action Notes**

Steven walks towards stairs.

Slugging

0.10

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1020.013

1020.013

1020.013



Steven The Sword Fighter

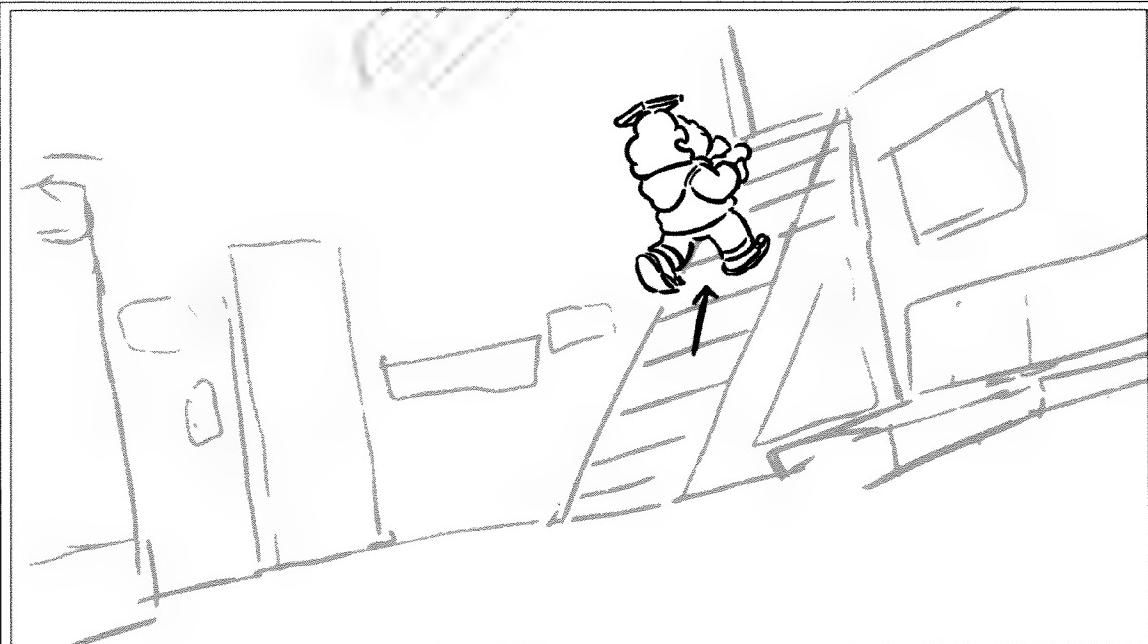
Page 311,

Scene

Panel

158 *cont*

3

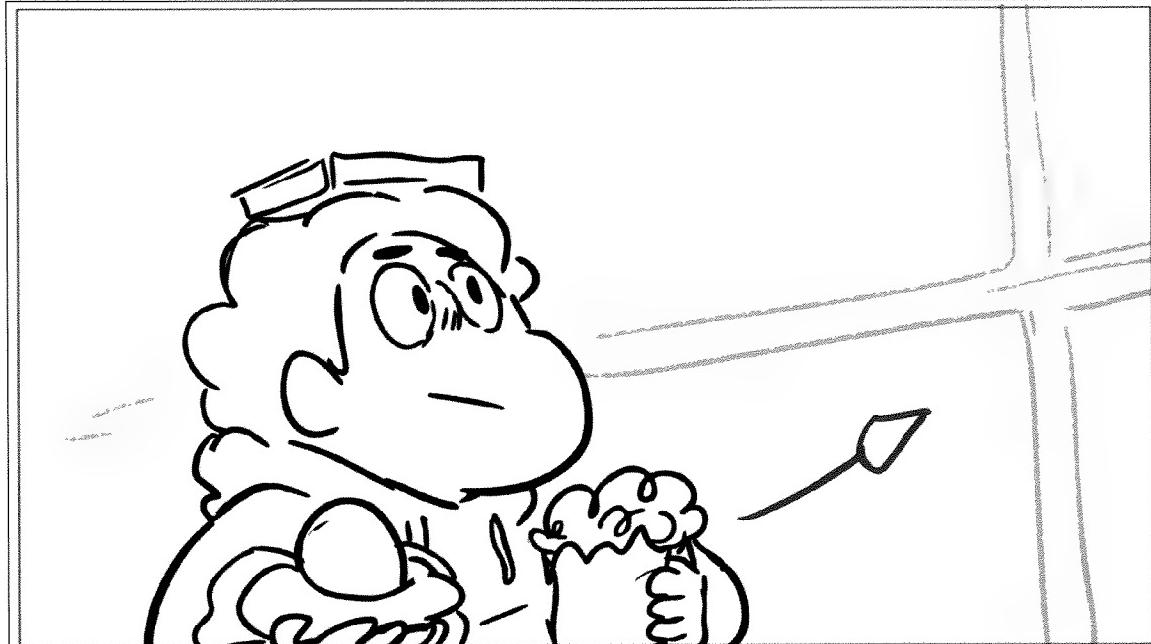


Scene

Panel

159

1



Action Notes

Steven walks up stairs.

Slugging

0.14

Action Notes

Steven walks up stairs.

Slugging

0.09

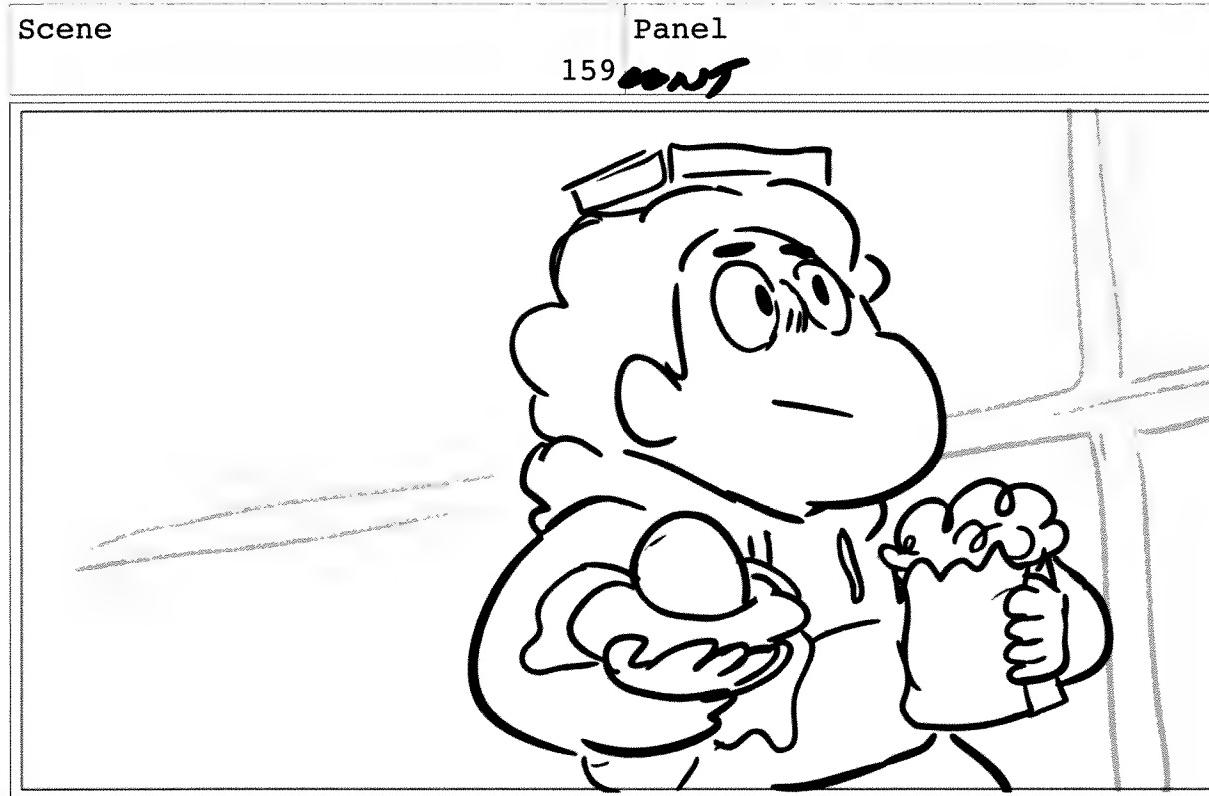
AUG 06 2013

1020.013

1020.013

1020.013

1020 : 013

**Action Notes**

Steven walks up stairs.

Slugging

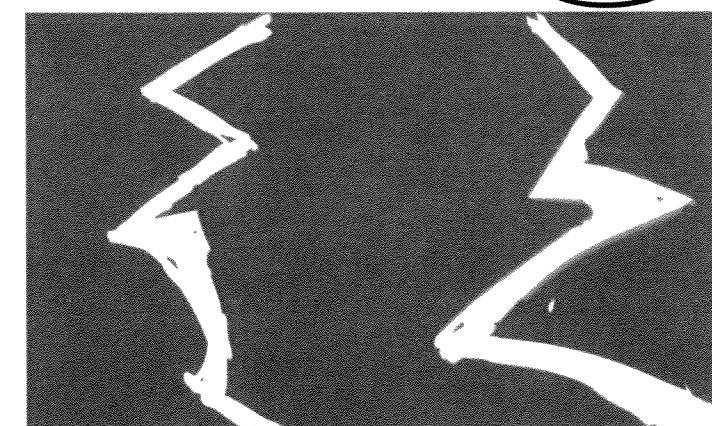
0.05

**Action Notes**

Lightning flashes - Steven stops.

Slugging

0.06



1020 . 013



Scene 159 Panel 4
159 cont



Action Notes
Steven stops, feeling spooked.

Slugging
0.15

Scene 159 Panel 5
159 cont



Action Notes
Cut on action: Steven turns around to his right, his eyes closed.

Slugging
0.04

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1020.013

1020.013

1020.013

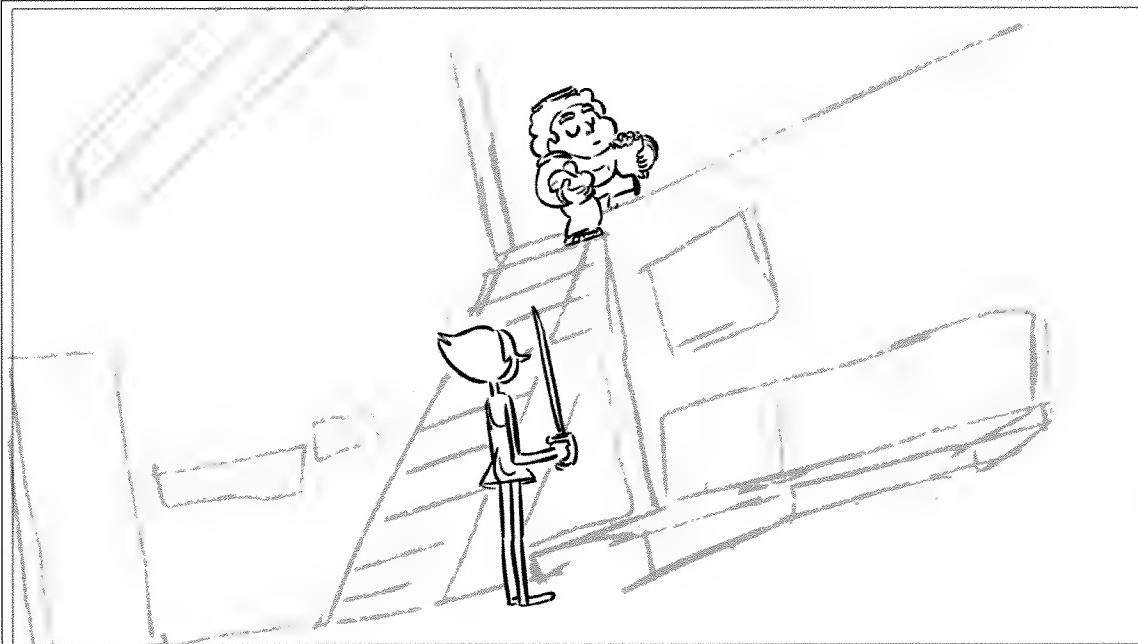


Scene

Panel

160

1



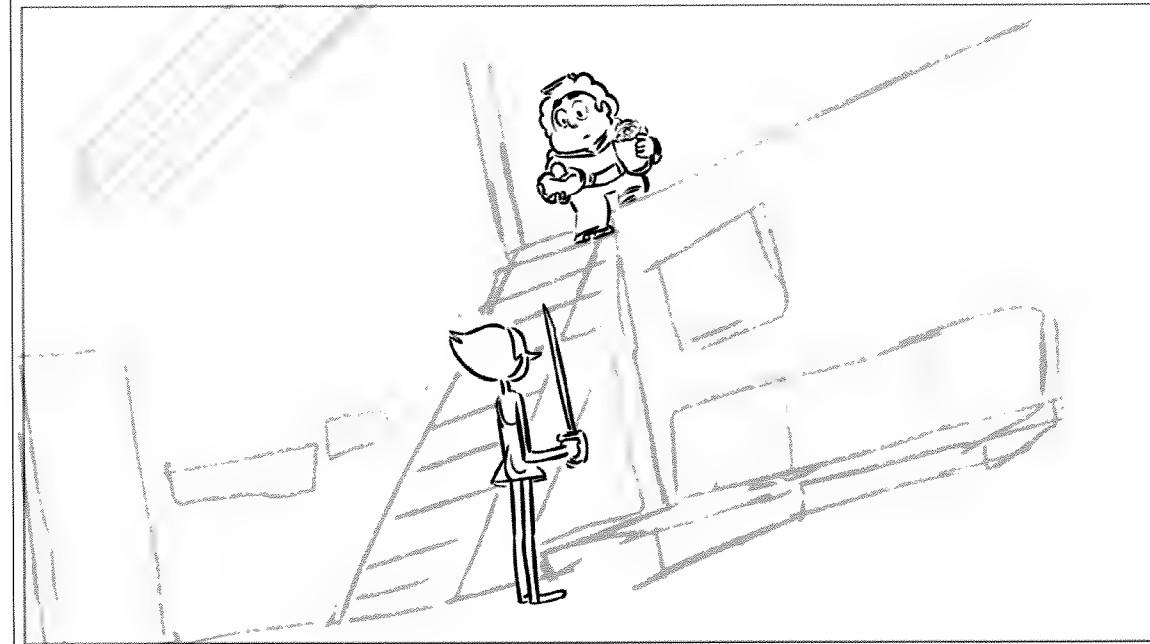
Scene

Panel

160

cont

2



Action Notes

Cut on action: Steven turns around to his right.

Slugging

0.04

Action Notes

Steven opens eyes.

Slugging

1.08

AUG 06 2013

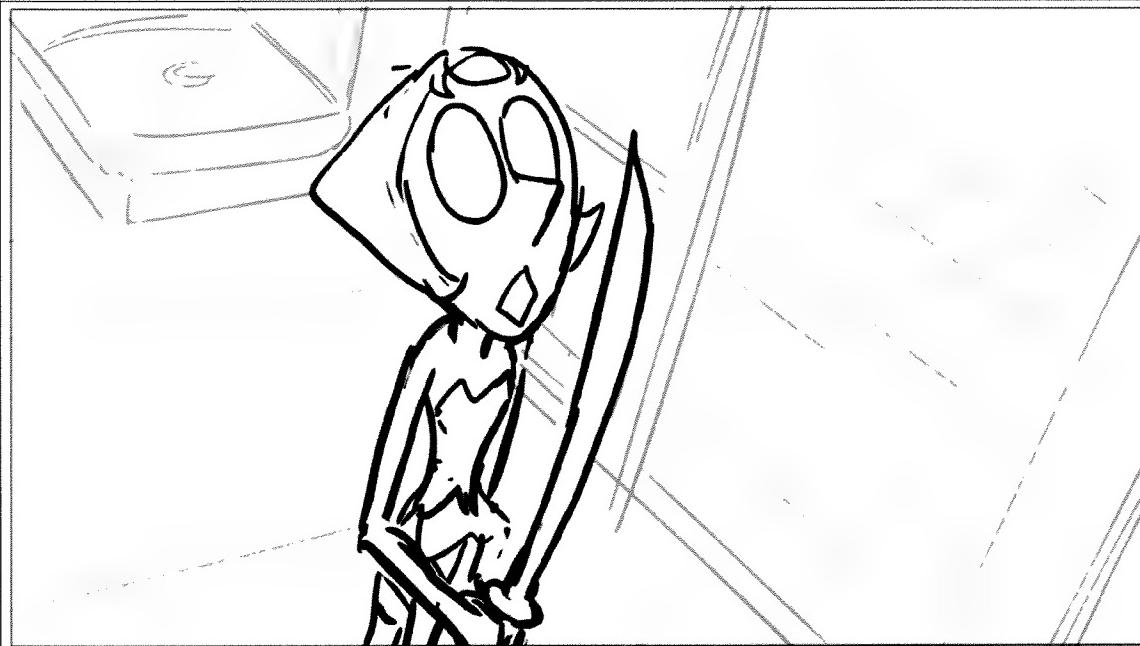
1020.013

1020.013

1020.013



Scene 161 Panel 1



Scene 162 Panel 1



Dialogue
HP: Draw your sword and fulfill your destiny!

Slugging
3.14

Dialogue
STEVEN: *Spooked*

Action Notes
Steven is spooked.

Slugging
1.06

AUG 06 2013

1020.013

1020.013

1020.013



Scene

Panel

162 *cont*

2

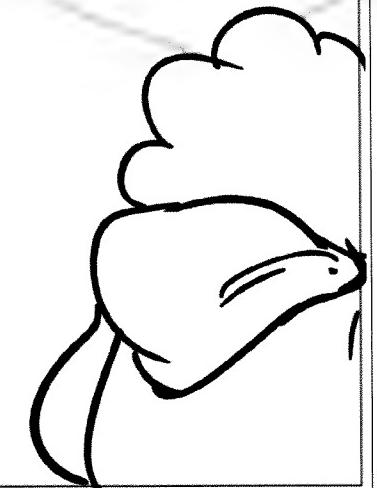


Scene

Panel

162 *cont*

3



Dialogue

STEVEN: NO! Leave REAL PEARL and me ALONE!!

Action Notes

Steven yells angrily.

Slugging

3.15

Action Notes

Steven turns and walks away.

Slugging

0.10

AUG 06 2013

1020.013

1020.013

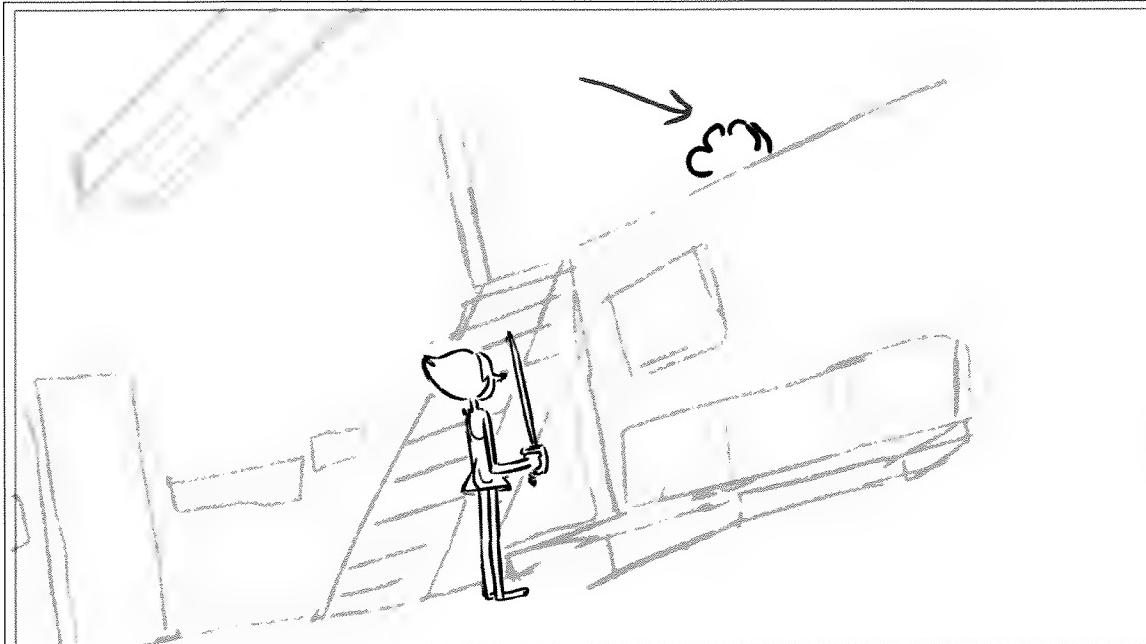
1020.013



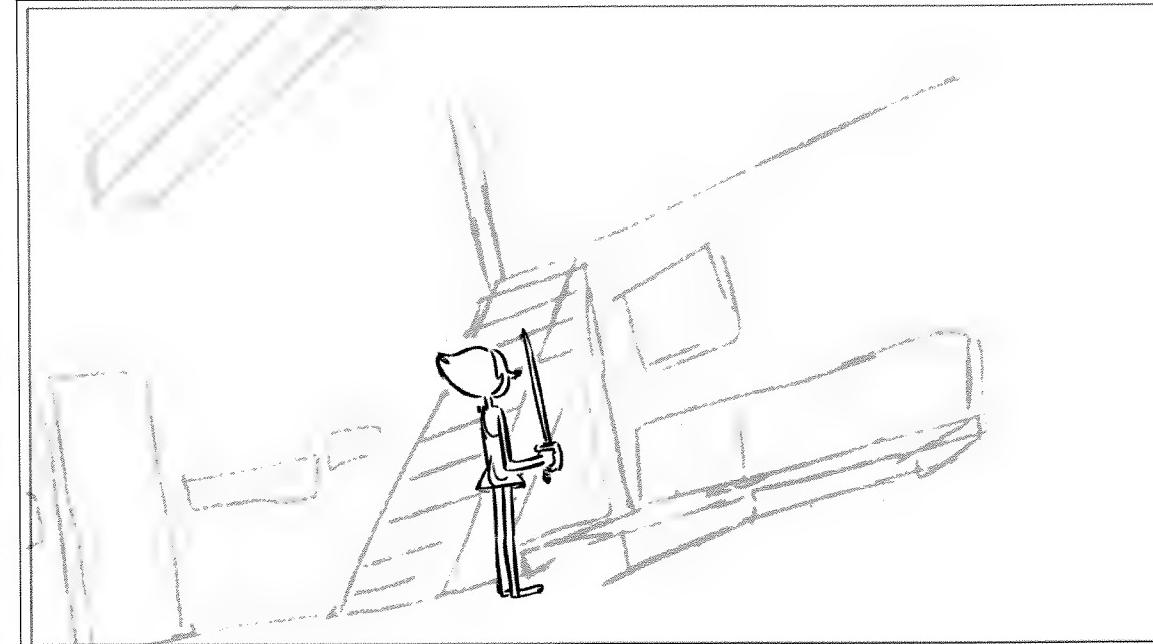
Steven The Sword Fighter

Page 317

Scene 163 Panel 1



Scene 163 Panel 2 cont



1020.013

Action Notes

steven disappears behind the side of the loft.

Slugging

0.07

1020.013

Slugging

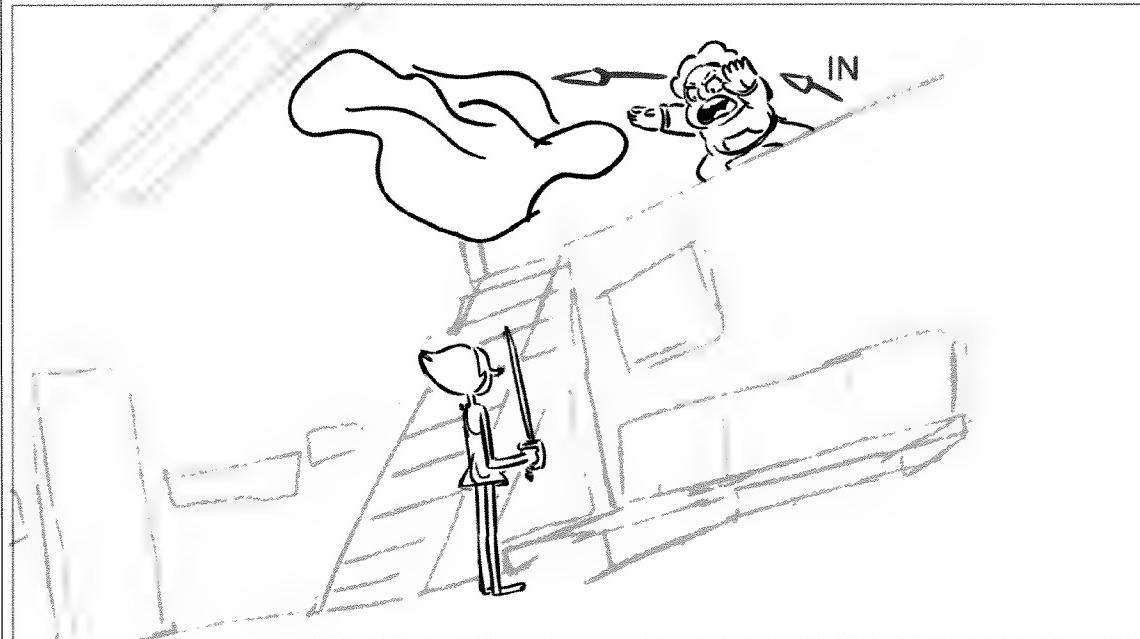
1.04

AUG 06 2013

1020.013



Scene 163 ~~cont~~ Panel 3

**Dialogue**

STEVEN: Go back under ...

Action Notes

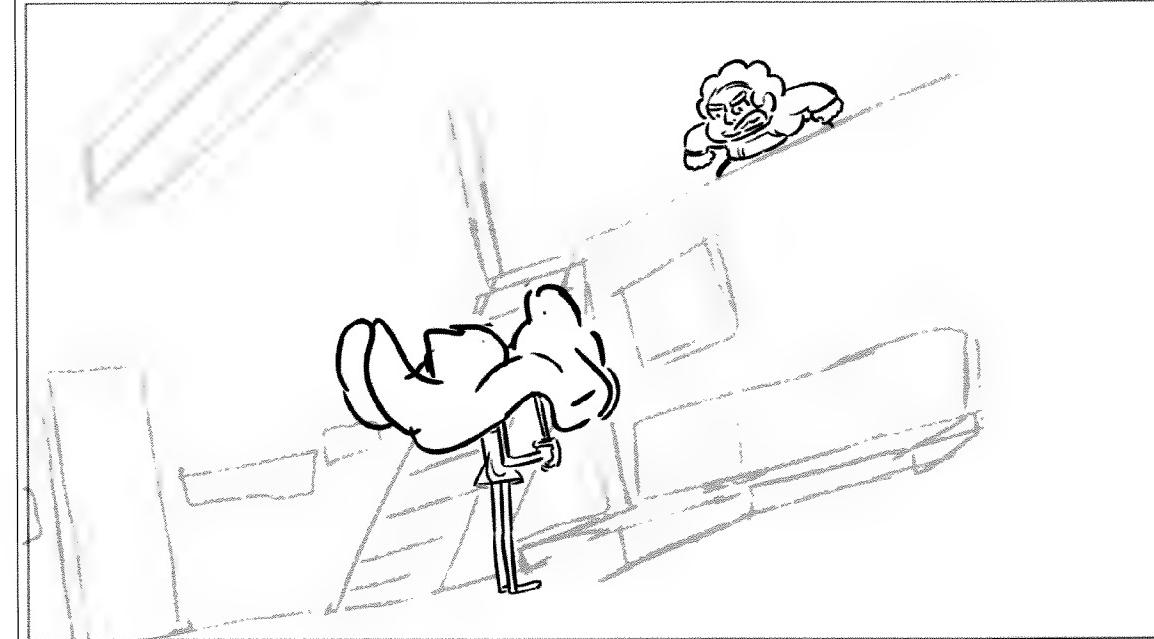
Steven runs back and flings sheet into the air.

The sheet hangs in the air for a brief moment.

Slugging

0.11

Scene 163 ~~cont~~ Panel 4

**Dialogue**

STEVEN: ...your SHEET!!

Action Notes

Sheet lands on Holo-Pearl and gracefully drapes itself over it.

Slugging

0.07

AUG 06 2013

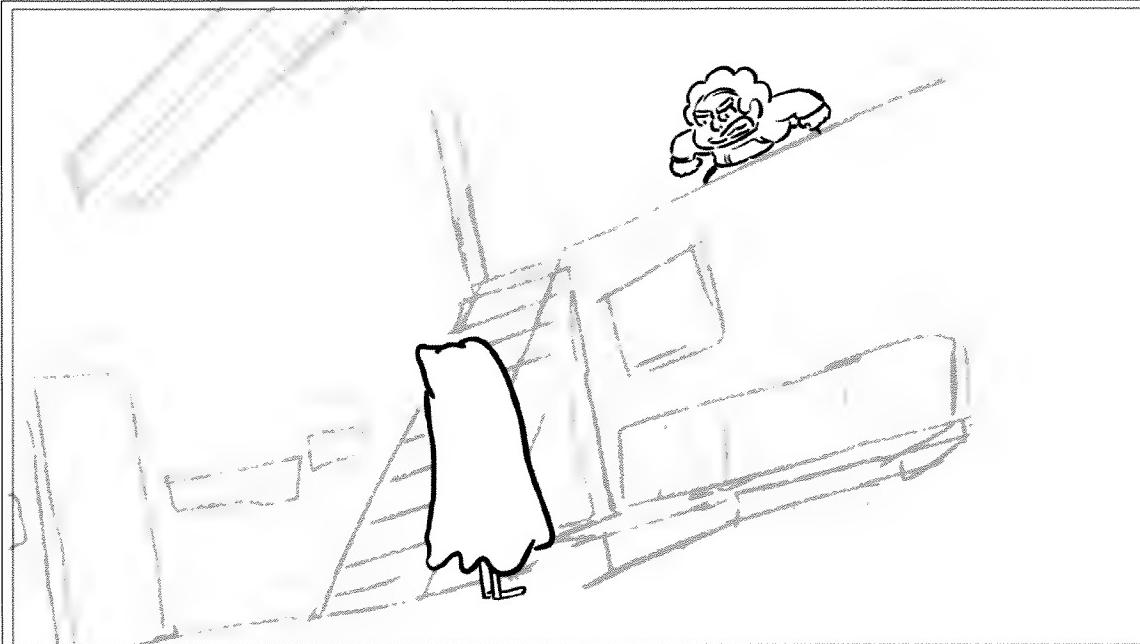
1020.013

1020.013

1020.013

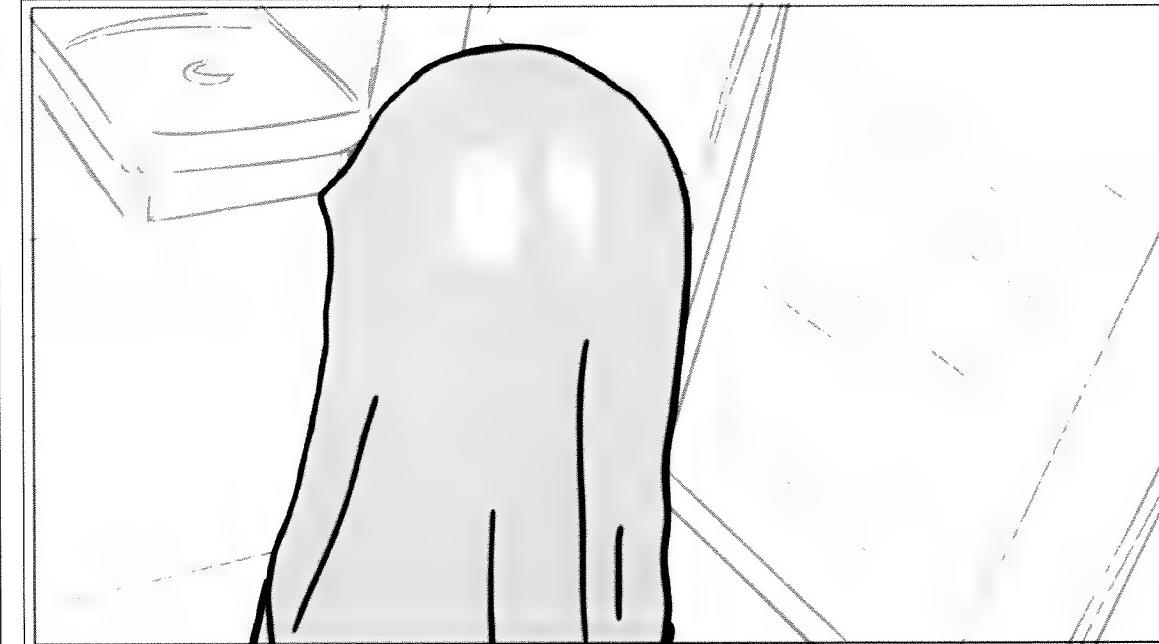


Scene 163 Panel 5
163 ~~cont~~



1020.013

Scene 164 Panel 1
164



1020.013

Slugging
1.05



Action Notes
Holo-Pearl does nothing.
Its eyes glow beneath the sheet.

Slugging
1.09

AUG 06 2013

1020.013



1020 . 013

Scene	Panel
165	1



Action Notes
Lightning flashes.

Slugging
0.06

Scene	Panel
166	1



Dialogue
Lonely Blade: Br- Brother.. Is that you?

Action Notes
Movie playing on TV:
Lightning flashes, rain falls
Lonelyblade's hair blows slightly in the wind

Rain falls outside the window.

Slugging
4.01

AUG 06 2013

1020 . 013

1020 . 013



Dialogue

Loney Blade Brother: Yes... It's me... Your... Brother...

Action Notes

Movie on TV: Rain falls
both characters' hair blowing slightly in the wind

Slugging

4.01



Dialogue

STEVEN: *chewin*

Action Notes

Rain falls outside.

Slugging

1.09

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1020.013

1020.013

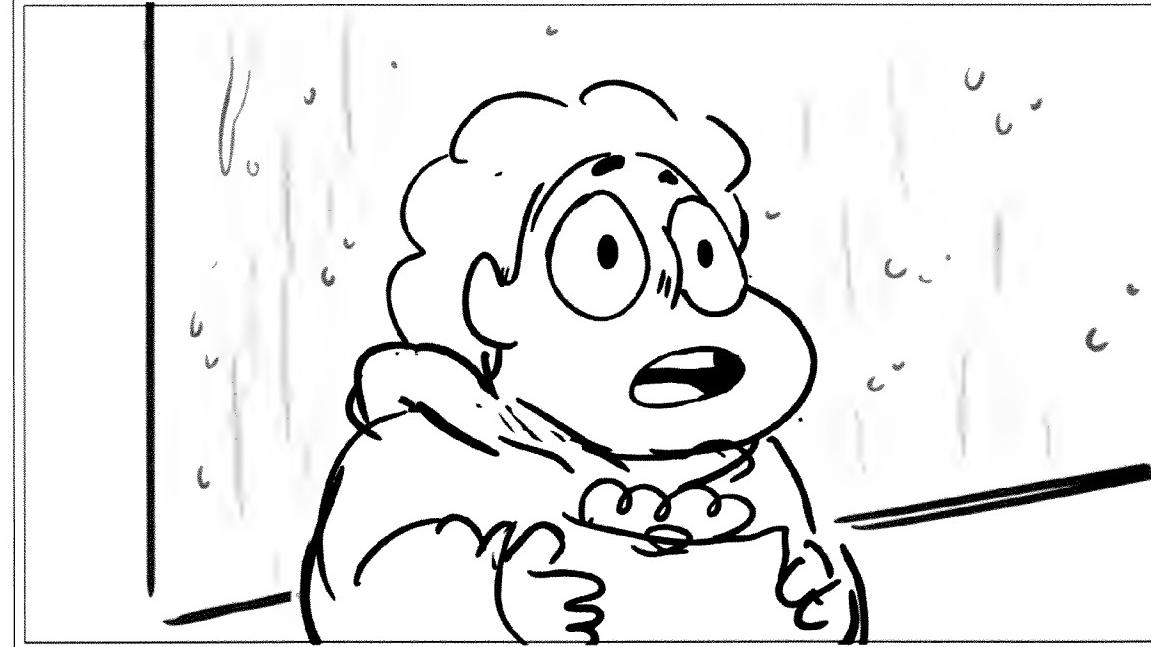


Scene

Panel

167 *cont*

2



Dialogue

STEVEN: Woahhh... this dub is really good.

Slugging

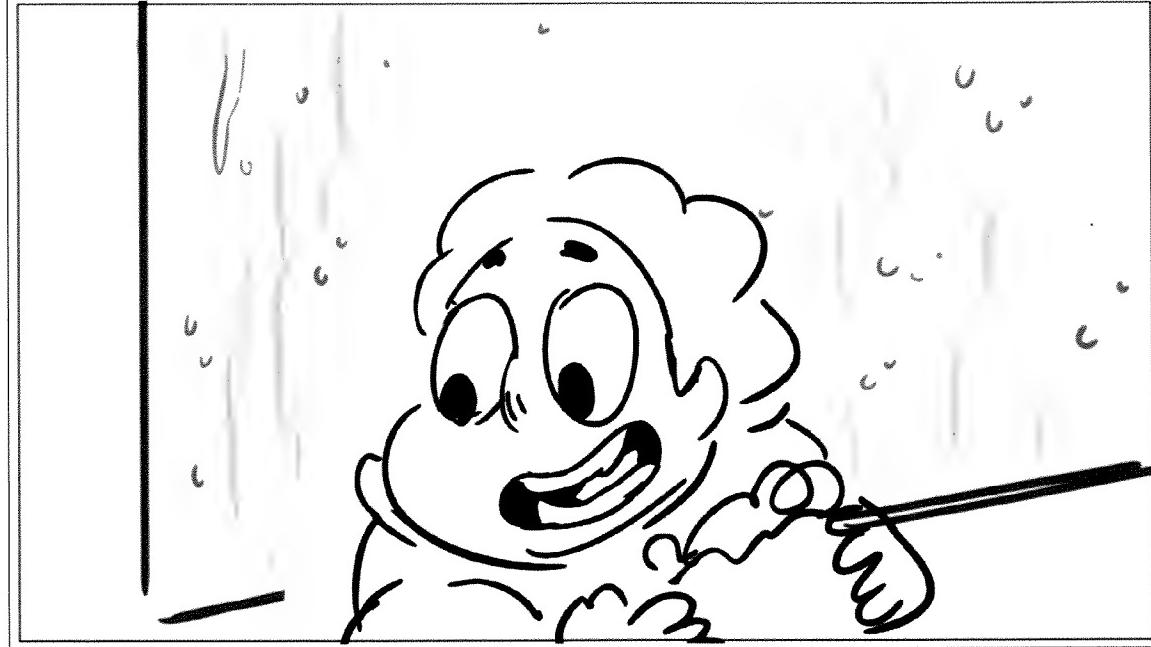
6.01

Scene

Panel

167 *cont*

3



Dialogue

STEVEN: What do you think Pearl?

Action Notes

Steven turns to talk to Pearl on the ground next to him.

Slugging

1.15

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1020-013

1020-013

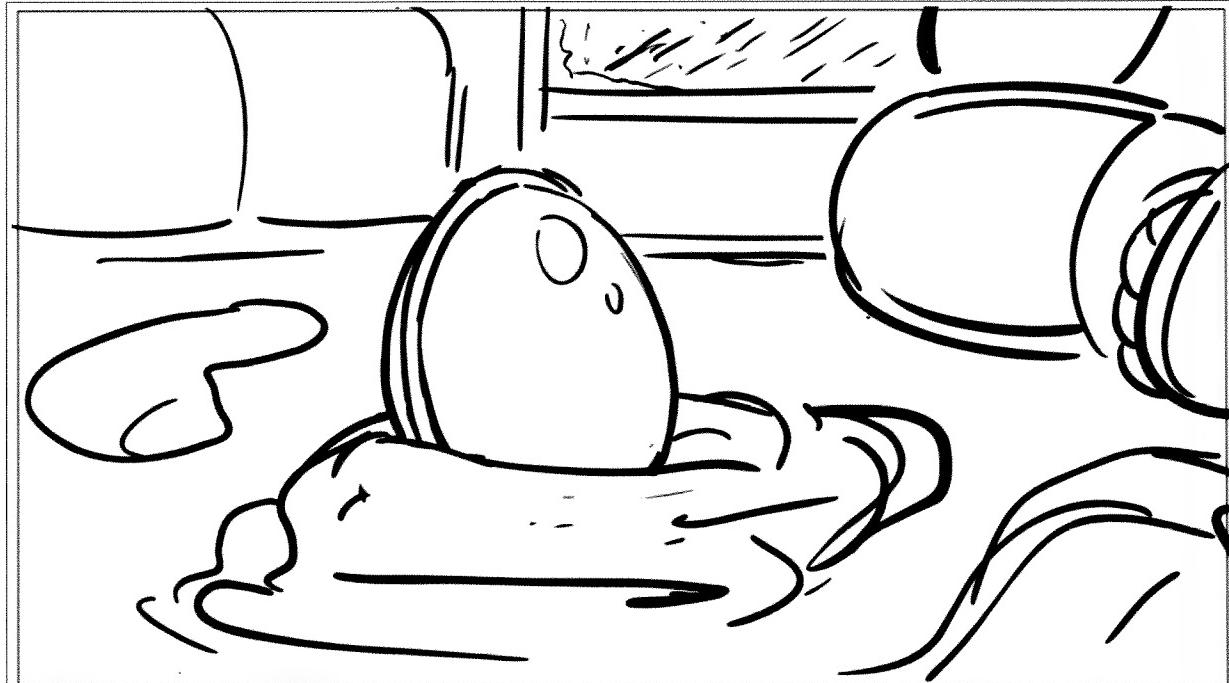


Scene

Panel

168

1



Dialogue

Holo-Pearl (os): Parry!

Action Notes

silence for a beat.
then offscreen we hear Holo-Pearl.

Slugging

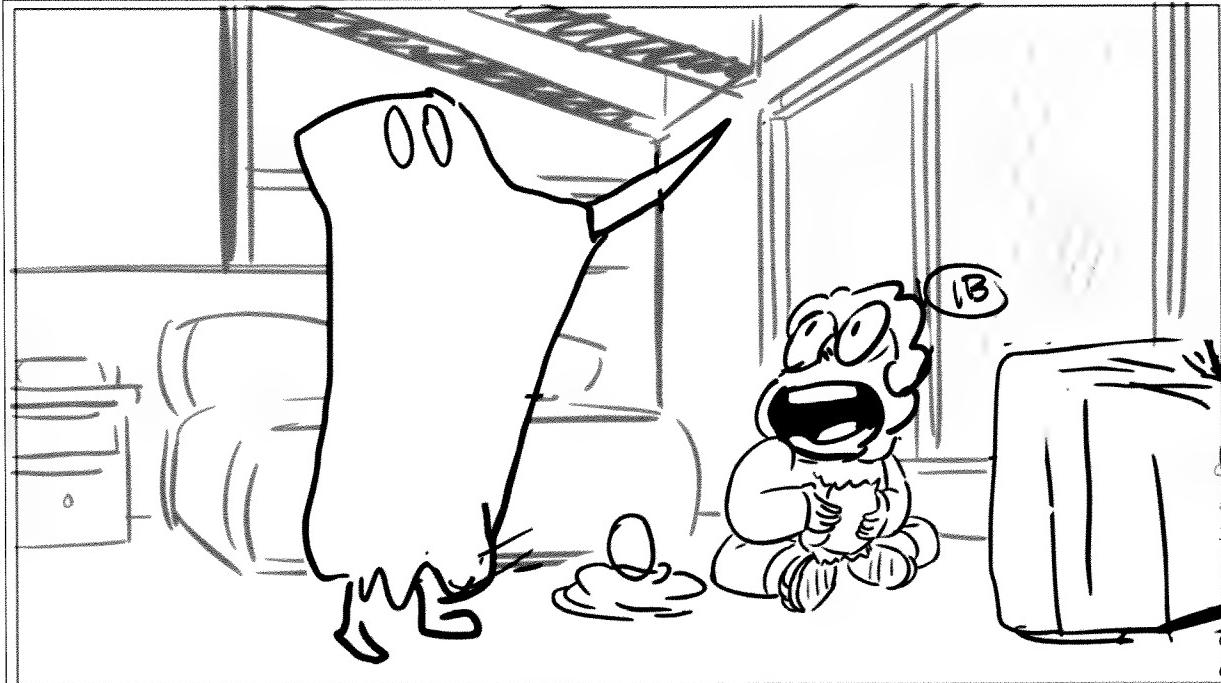
2.02

Scene

Panel

169

1



Dialogue

STEVEN: Yah!!

Action Notes

Rain falls outside.
Holo-Pearl's sword is sticking out through sheet.

Slugging

0.07



1020.013

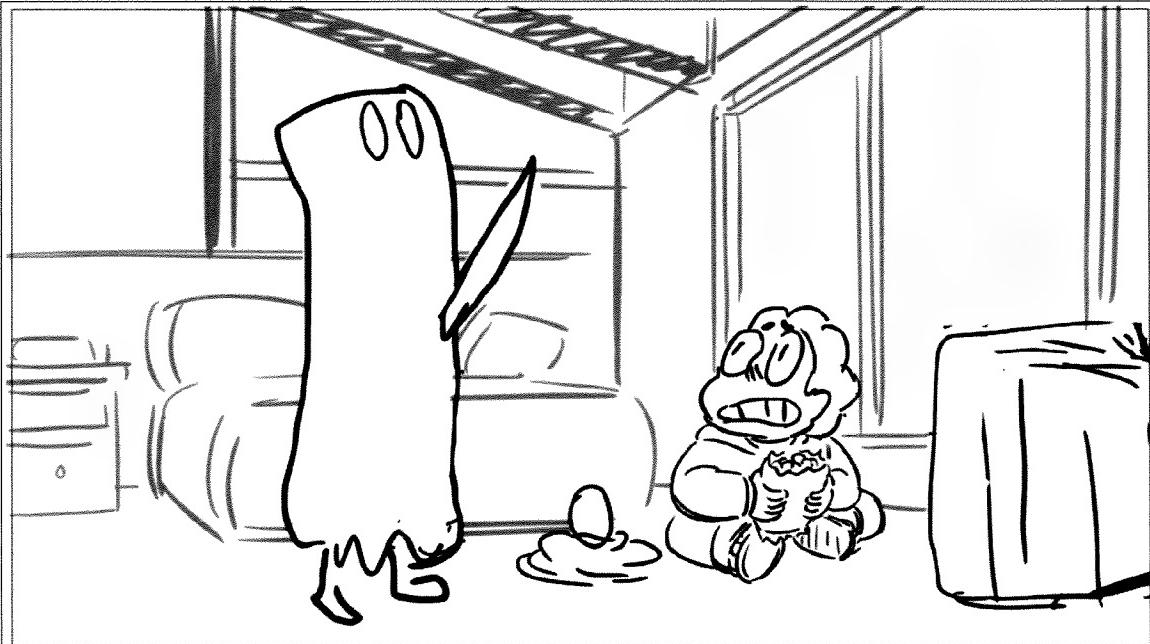
1020.013



Scene

Panel
169 *cont*

2



Scene

Panel
169 *cont*

3



Action Notes

Holo-Pearl returns sword to idle position.

Slugging

1.02

Dialogue

STEVEN: UGHH!

Action Notes

Steven grits his teeth.

Slugging

1.03

AUG 06 2013

1020.013

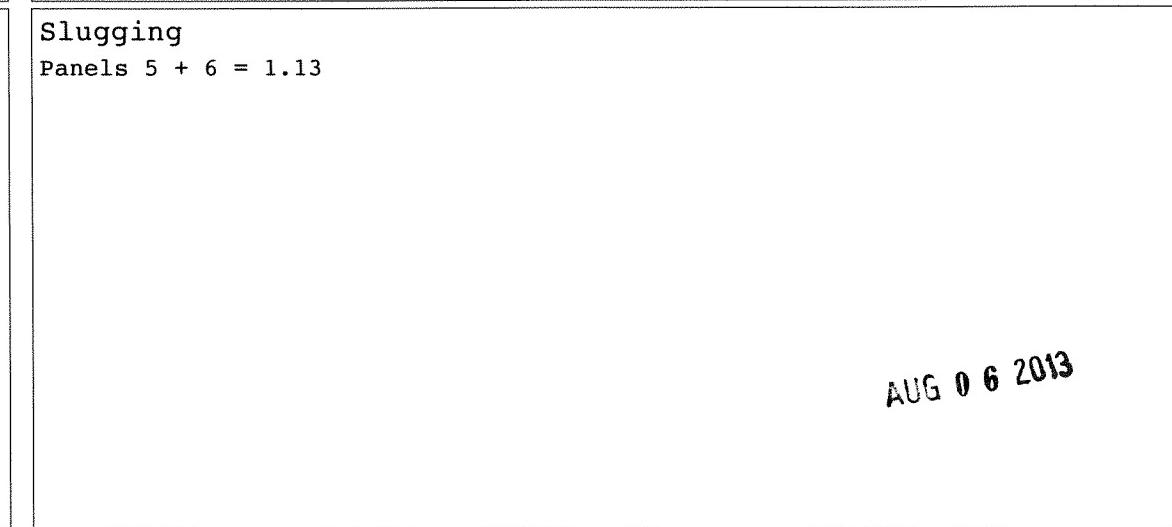
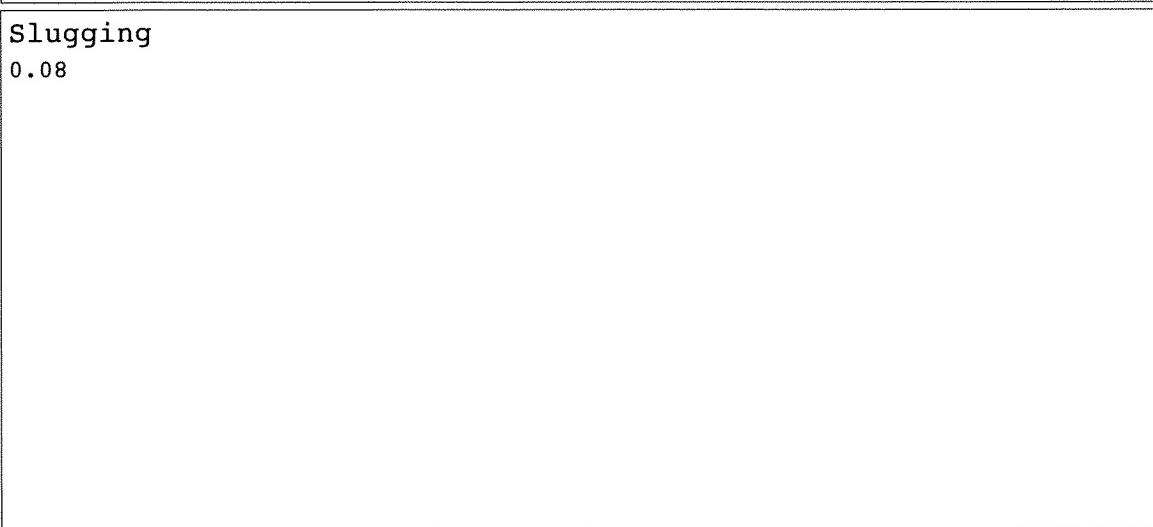
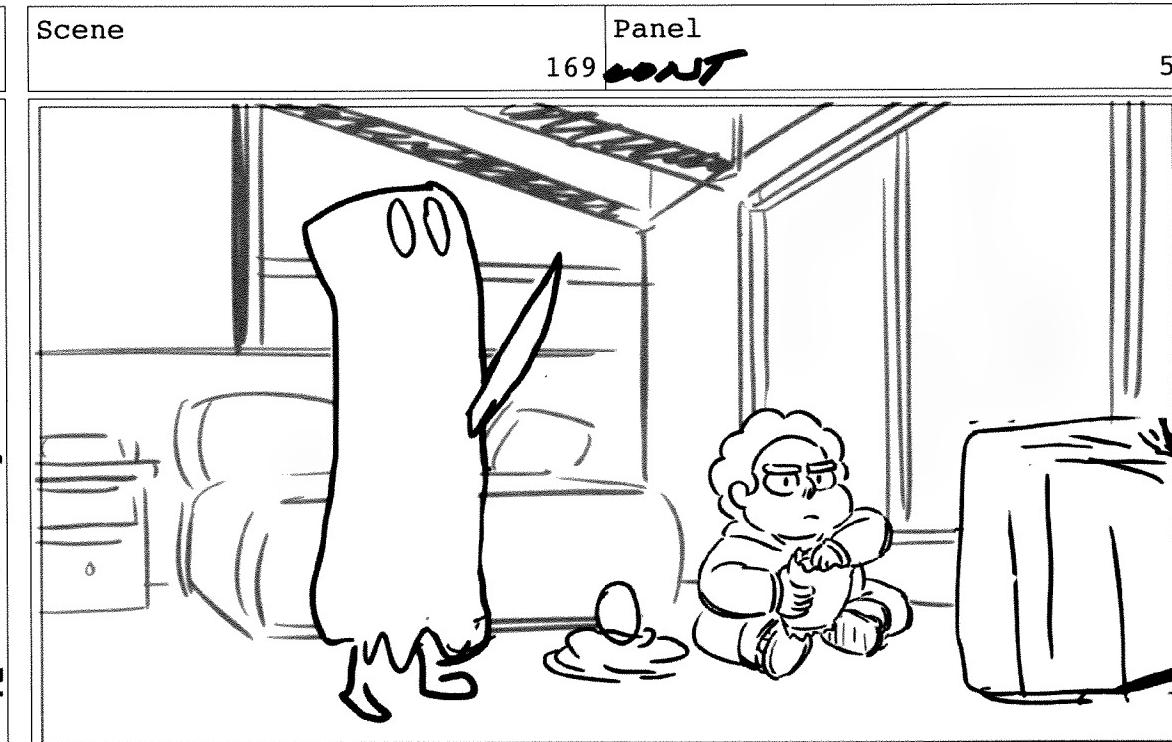
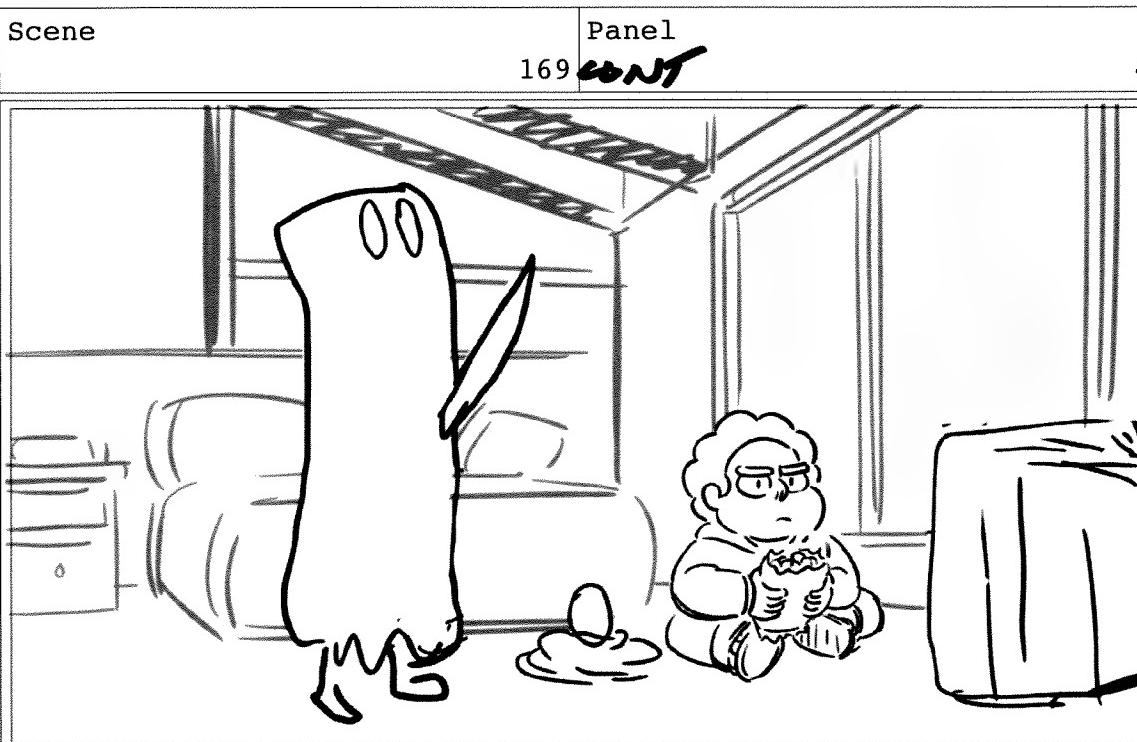
1020.013

1020.013



Steven The Sword Fighter

Page 325,



1020.013

1020.013

1020.013



Scene

Panel

169 ~~cont~~

6



Dialogue

TV (Lonely Blade's Brother): "It's so nice to see you..."

Action Notes

Steven angrily eats more popcorn.

Scene

Panel

170

1



Dialogue

Lonely Blade Brother: "Brother!!"

Action Notes

Rain falling.

Hair blowing in wind.

Slugging

0.04

AUG 06 2013

1020 . 013

1020 . 013

1020 . 013



1020 . 013

**Dialogue**

Lonely Blade Brother: BROTHER!!

Action Notes

Lonely Blade Brother's mouth morphs into scary monster mouth.

Slugging

1.12

**Dialogue**

Lonely Blade: Wait just a minute..

Action Notes

Rain falling.
Hair blowing in the wind.

Slugging

2.04

AUG 06 2013

1020 . 013

1020 . 013



Scene

Panel

171 *cont*

2



Dialogue

Lonely Blade: YOU'RE NOT MY REAL BROTHER!!

Slugging

2.10

Scene

Panel

172

1



Dialogue

Lonely Blade: BOOMERANG...

Action Notes

Rain falling.
Hair blowing in wind.

Slugging

1.09

AUG 06 2013

1020.013

1020.013

1020.013

Scene

Panel

172 *CONT*

2



Scene

Panel

172 *CONT*

3



Action Notes

Lonely Blade draws both swords at once.

Slugging

0.04

Dialogue

Lonely Blade: BLADE!!

Slugging

1.10

AUG 06 2013

1020.013

1020.013

1020.013



Scene

172 Panel
cont

4



Action Notes

Lightning flashes.

Slugging

1.06

Scene

173 Panel

1



Dialogue

LONELY BLADE: "WALLA WALLA WALLA, COME ON YOU IMPOSTER, PREPARE TO BATTLE!"

Action Notes

Steven chewing angrily.

Slugging

3.10

AUG 06 2013

1020.013

1020.013

1020.013

Scene

174

Panel

1



Dialogue

SFX: *sword clatter*

Action Notes

Flashback to shots from earlier in the episode.

Slugging

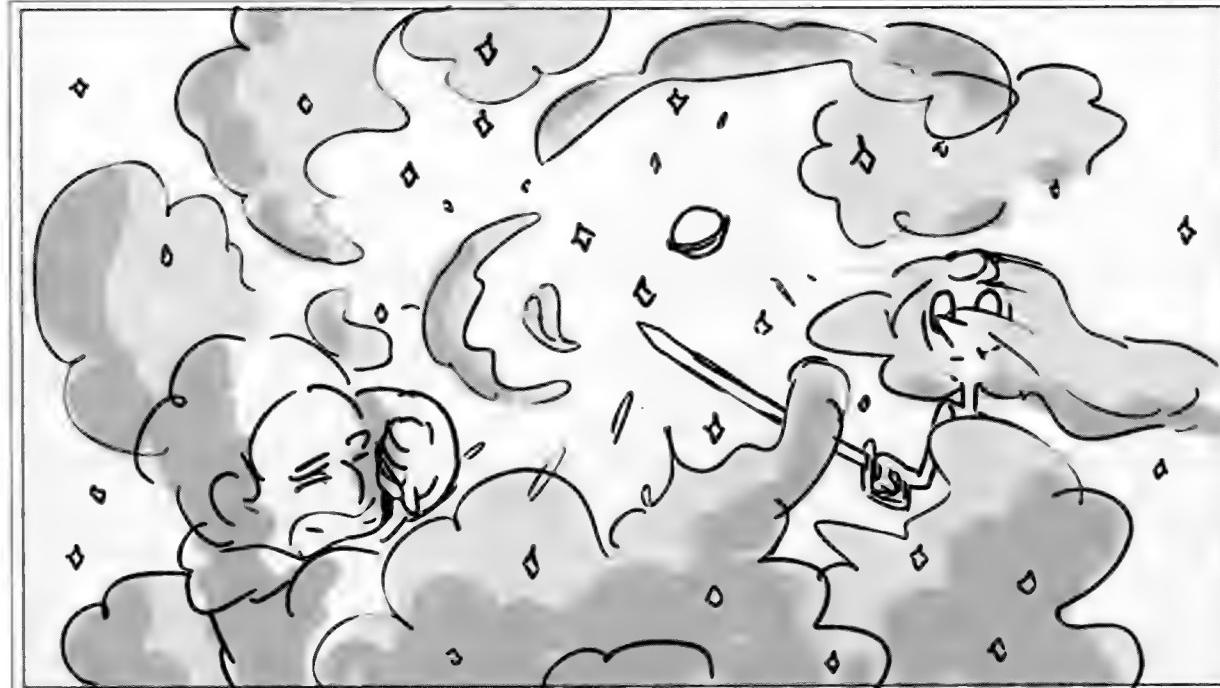
1.09

Scene

174 A

Panel

2



Action Notes

Flashback to shots from earlier in the episode.

Slugging

0.10

AUG 06 2013

1020.013

1010.0701

1020.0713

1020.013



Dialogue
PEARL: Its about waiting carefully for that perfect moment to...

Action Notes
Flashback to shots from earlier in the episode.

Slugging
4.08



Dialogue
STEVEN: Rrghh....

Action Notes
Steven strains, his eyes shut tight.

Slugging
1.08

AUG 06 2013

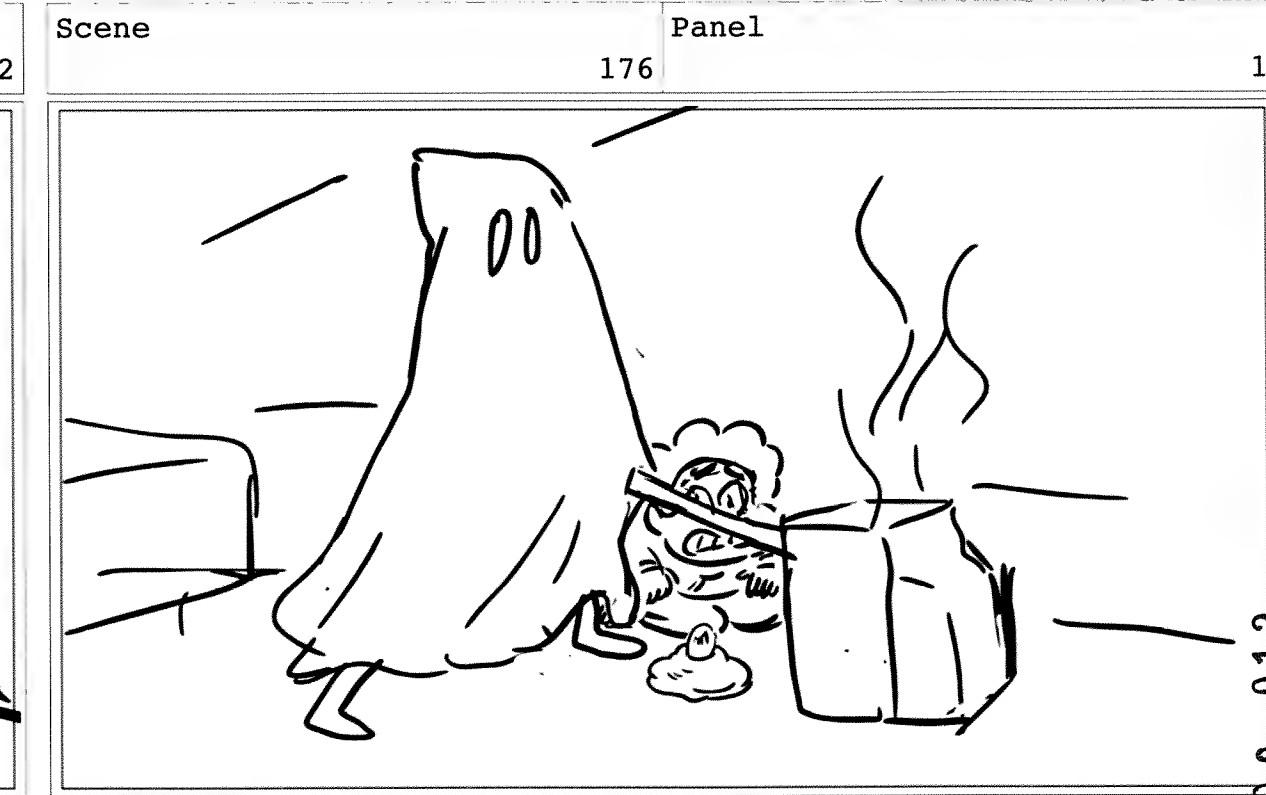
1020.013



Dialogue
SFX: *SMASH!!*
HP: Thrust!

Action Notes
Sword enters from West and stabs into TV offscreen, sending sparks and glass bits flying into the frame.
Steven is startled and opens his eyes.

Slugging
0.10



Slugging
0.04

Notes
Need H.U. Steven to previous scene.

AUG 06 2013

1020.013



Scene

176

Panel

cont

2



Dialogue

STEVEN: Gahh!! The TV!

Action Notes

Steven stands up horrified.

Slugging

2.12

Scene

177

Panel

1



Slugging

0.06

Notes

Need H.U. Steven's arms to previous scene. Arms out wide.

AUG 06 2013

1020 . 013

1020 . 013

1020 . 013

**Dialogue**

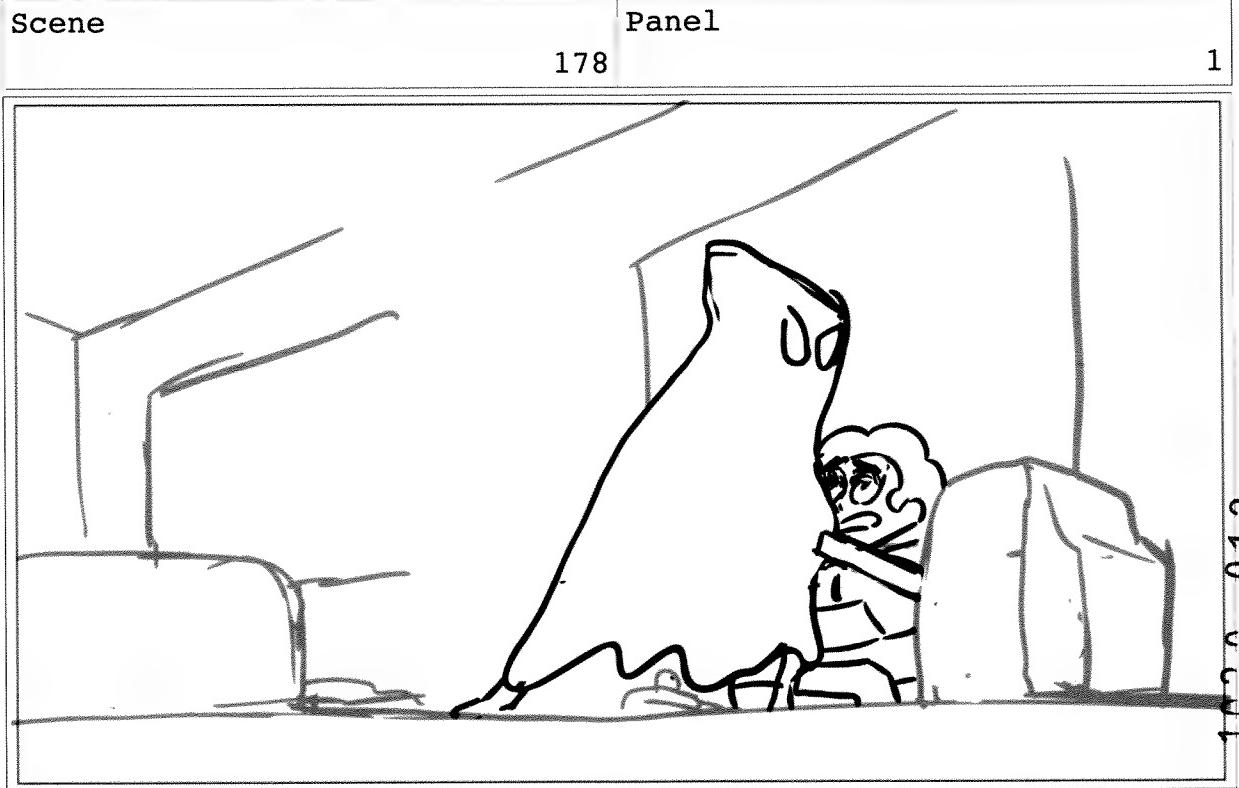
STEVEN: Why must you destroy the things I love?!

Action Notes

Steven looks up at Holo-Pearl.

Slugging

3.07

**Dialogue**

HP: Challenger...

Slugging

0.14

Notes

Need H.U. Steven to previous scene - sad face.

Aug 06 2013

1020.013

Scene

Panel

178

cont

2



Dialogue

HP: ...defeated. Continue?

Action Notes

Holo-Pearl steps back.

Slugging

2.12

Scene

Panel

179

1



Dialogue

STEVEN: I hate you I hate you!!

Slugging

3.04

Notes

H.U. Steven to previous, 1A



1020.013

1020 - 013

1020 . 013



Scene

Panel

179 *cont*

2



Dialogue

STEVEN: You're nothing like Pearl!

Action Notes

Tears appear in Steven's eyes.

Slugging

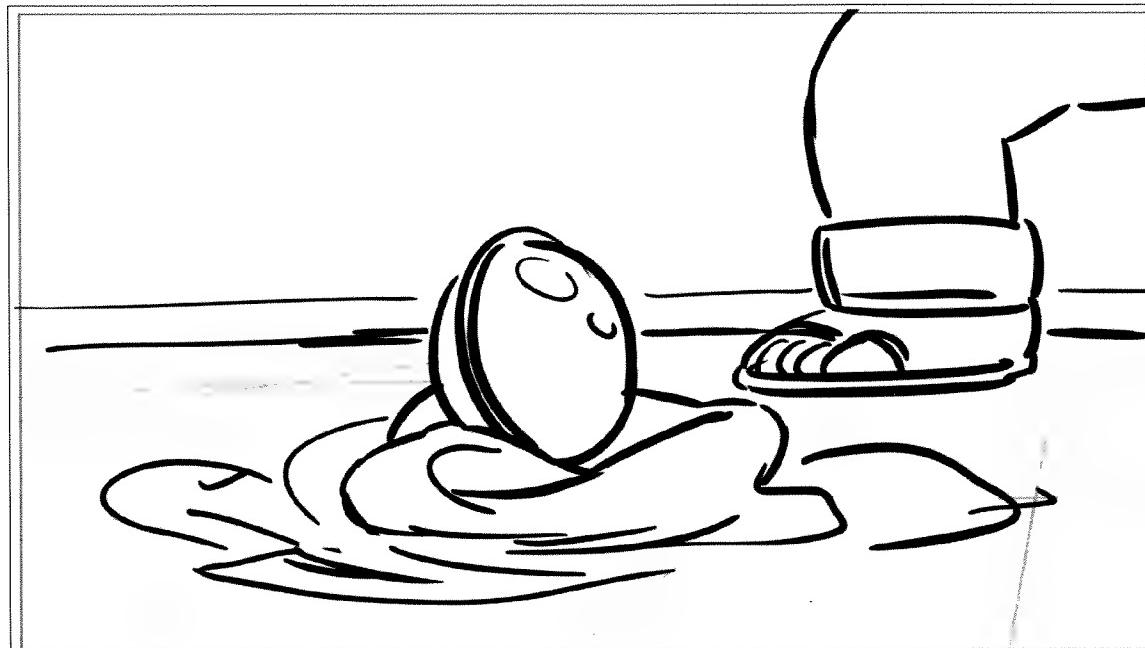
2.10

Scene

Panel

180

1



Dialogue

STEVEN: Pearl is smart and she always wants to protect me from danger.

Slugging

5.09

AUG 06 2013

1020 . 013

1020 . 013

1020 . 013



Dialogue
STEVEN: All YOU wanna do is...

Slugging
1.12



Dialogue
STEVEN: FIGHT ME!

Action Notes
A little bit of tear flies off as Steven yells.

Slugging
1.10

AUG 06 2013

1020.013

1020.013



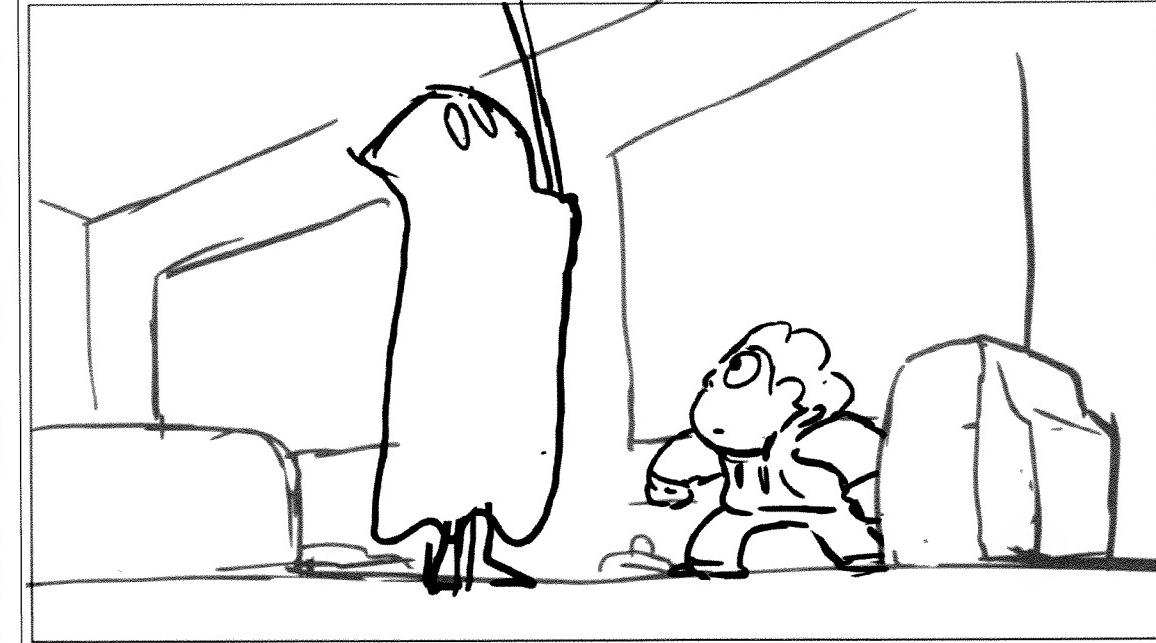
Steven The Sword Fighter

Page 339.

Scene 182 Panel 1



Scene 182 Panel 2 cont



Slugging
0.04

Dialogue
HP: Challenge Accepted.
Slugging
2.06

AUG 06 2013

1020.013

1020.013

1020.013

Scene 183 Panel 1



1020.013

Dialogue
STEVEN: Rrghh!

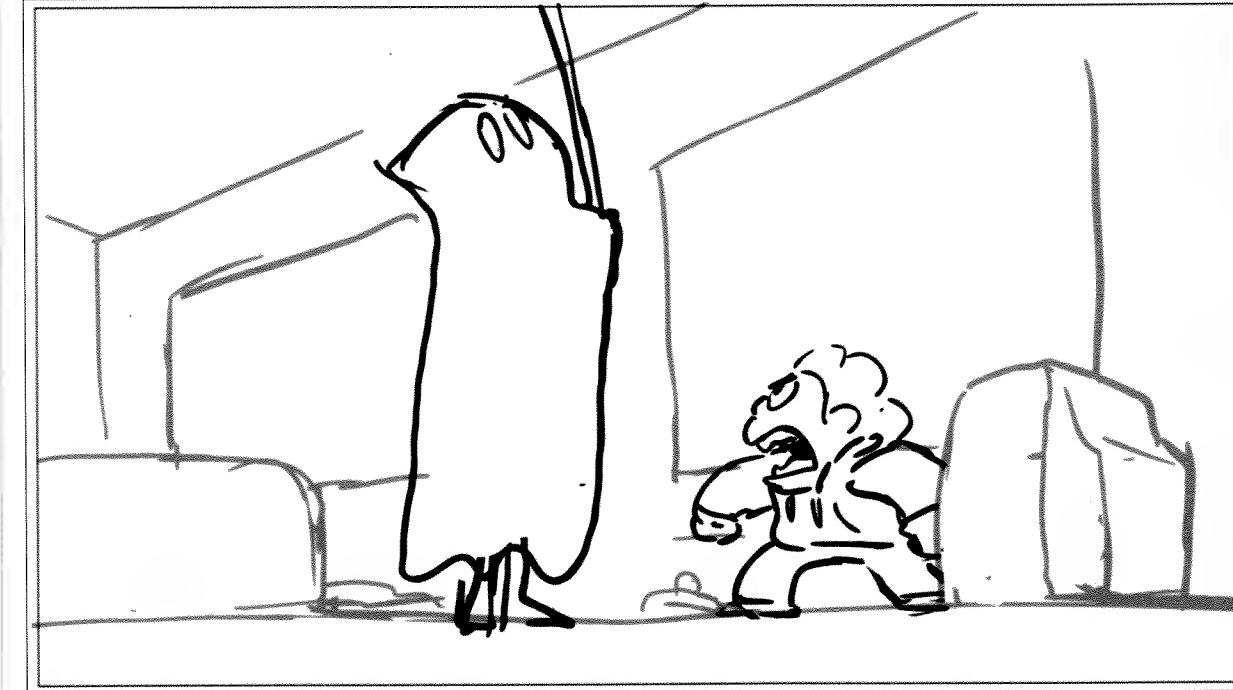
Action Notes
Steven's fists shake.

Slugging
2.01

Notes
H/U STEVEN to previous.



Scene 184 Panel 1



1020.013

Dialogue
STEVEN: Alright....

Slugging
0.07

Notes
H.U. Steven to previous scene.

AUG 06 2013

1020.013



Steven The Sword Fighter

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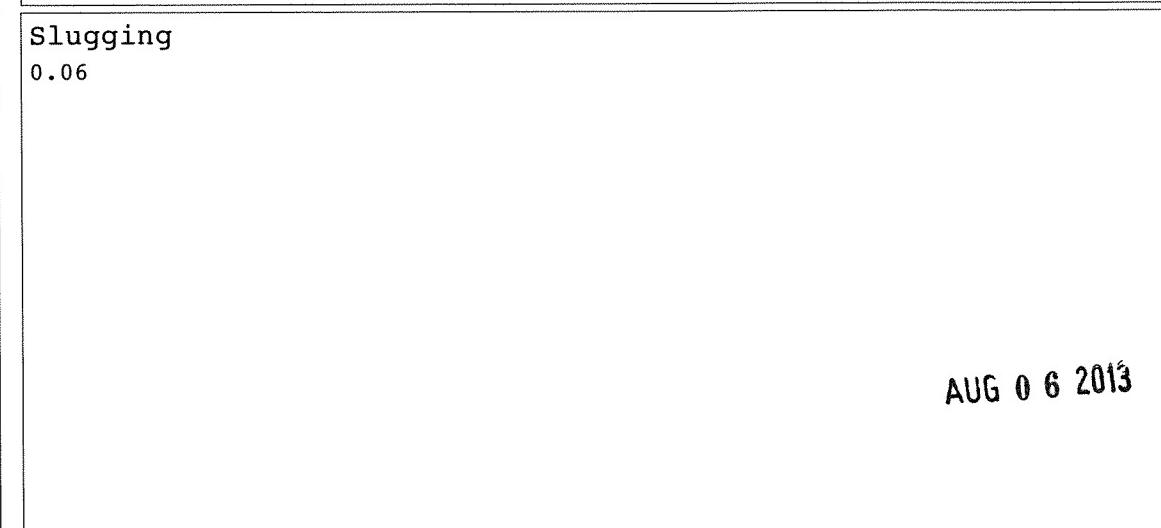


Action Notes
steven antics back.

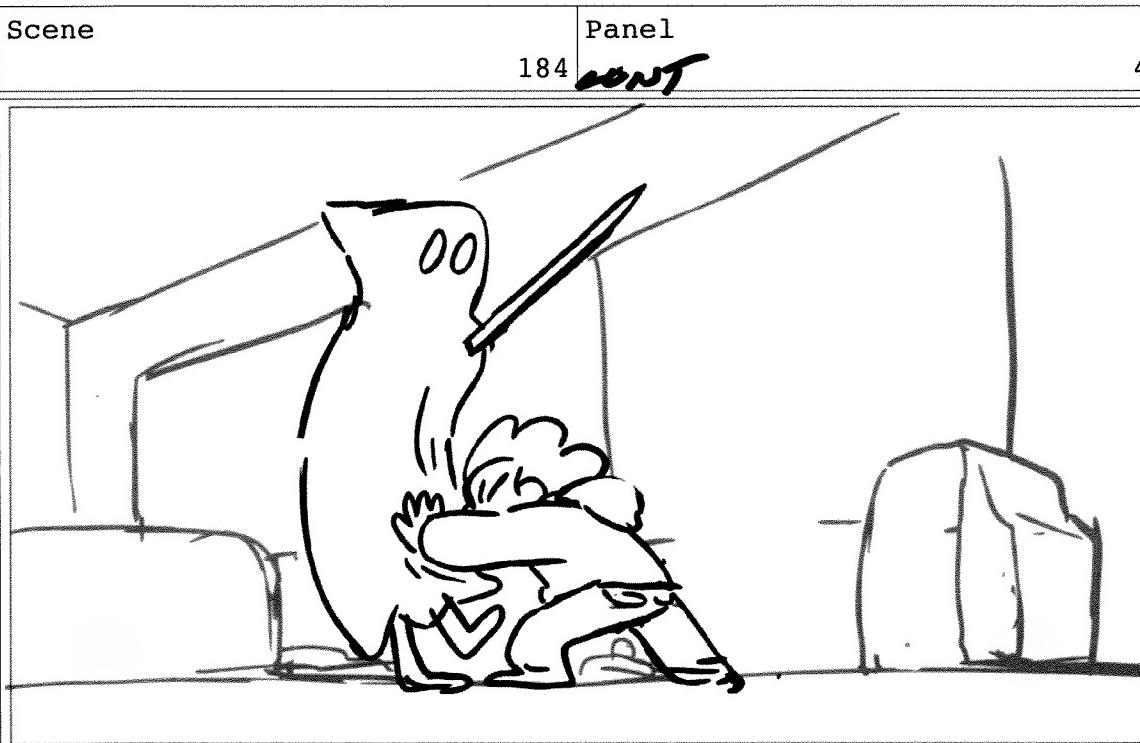


Slugging
0.06

AUG 06 2013



1020.013



Dialogue

STEVEN: ...fine!

Action Notes

Steven pushes Holo-Pearl

Slugging

0.10



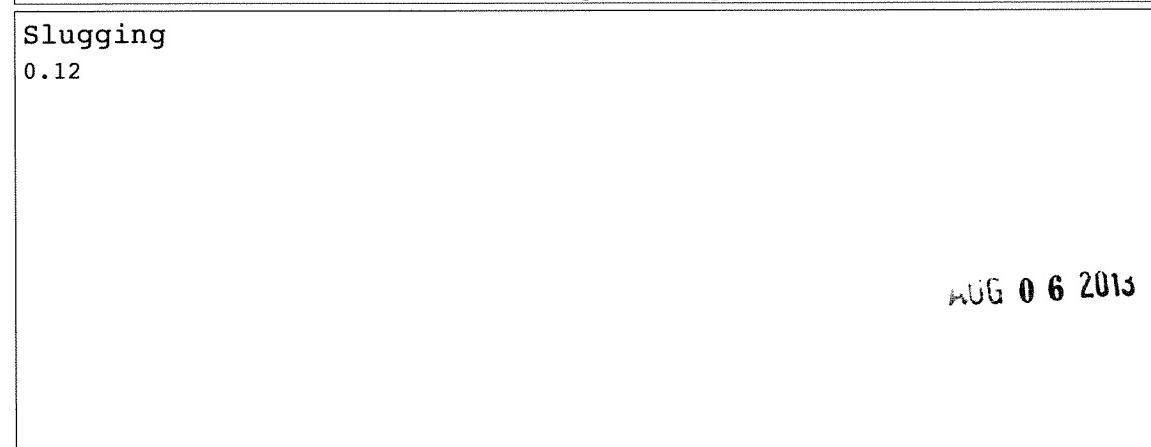
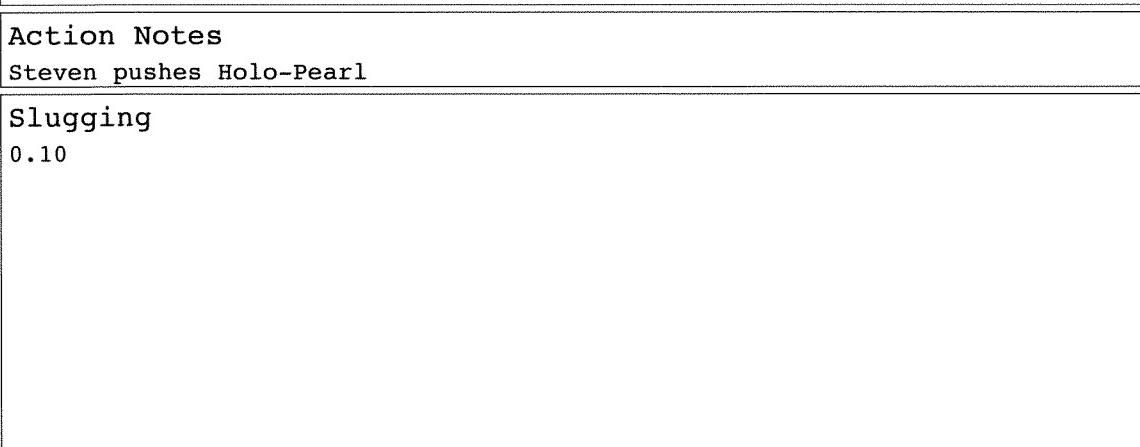
Action Notes

Holo-Pearl wobbles as it takes a few quick steps backwards.

Slugging

0.12

AUG 06 2013



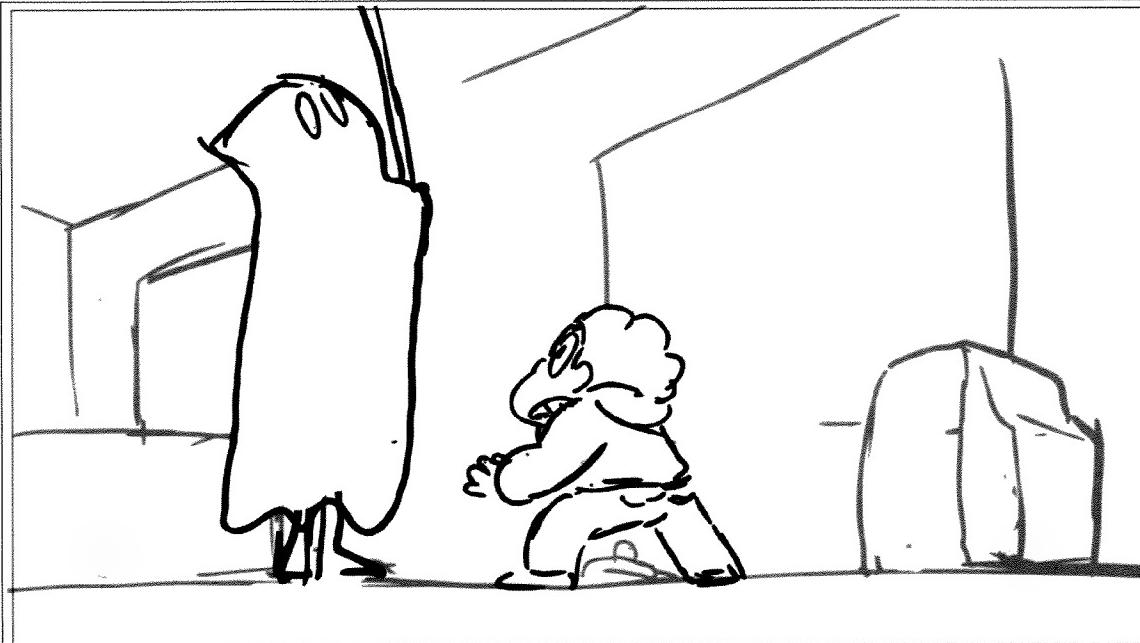
1020.013

1020.013

1020.013



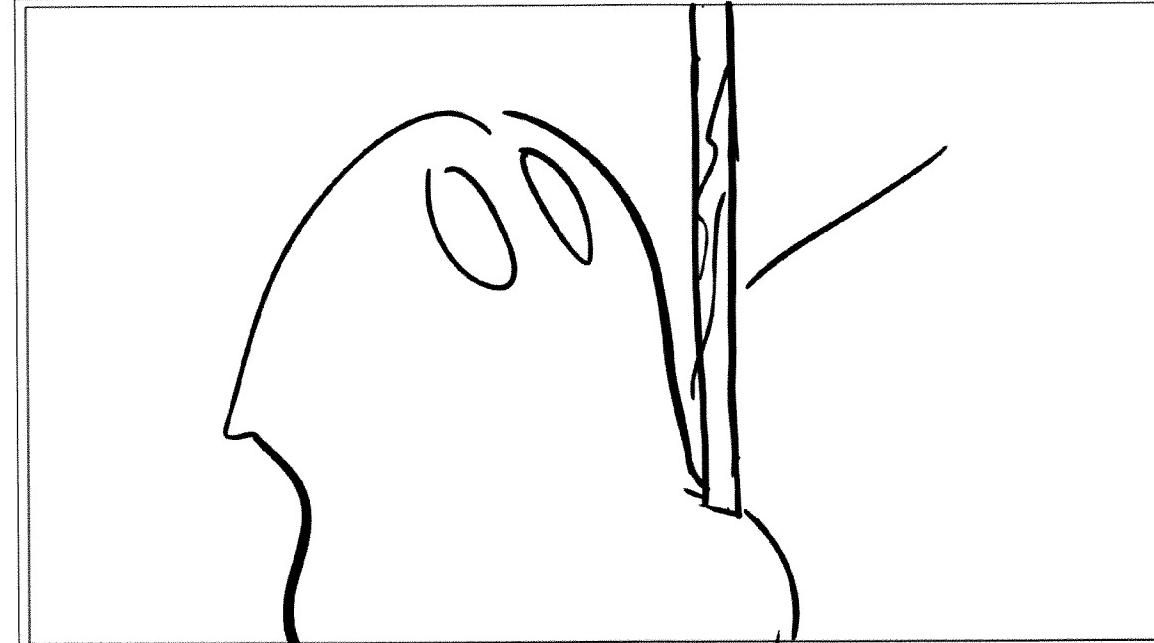
Scene 184 Panel 6
184 ~~CONT~~



Action Notes
Holo-Pearl steady's itself.

Slugging
1.02

Scene 185 Panel 1



Dialogue
HP: Basic Attack Mode Initiated.

Slugging
3.12

AUG 06 2013

1020.013

1020.013

1020.013

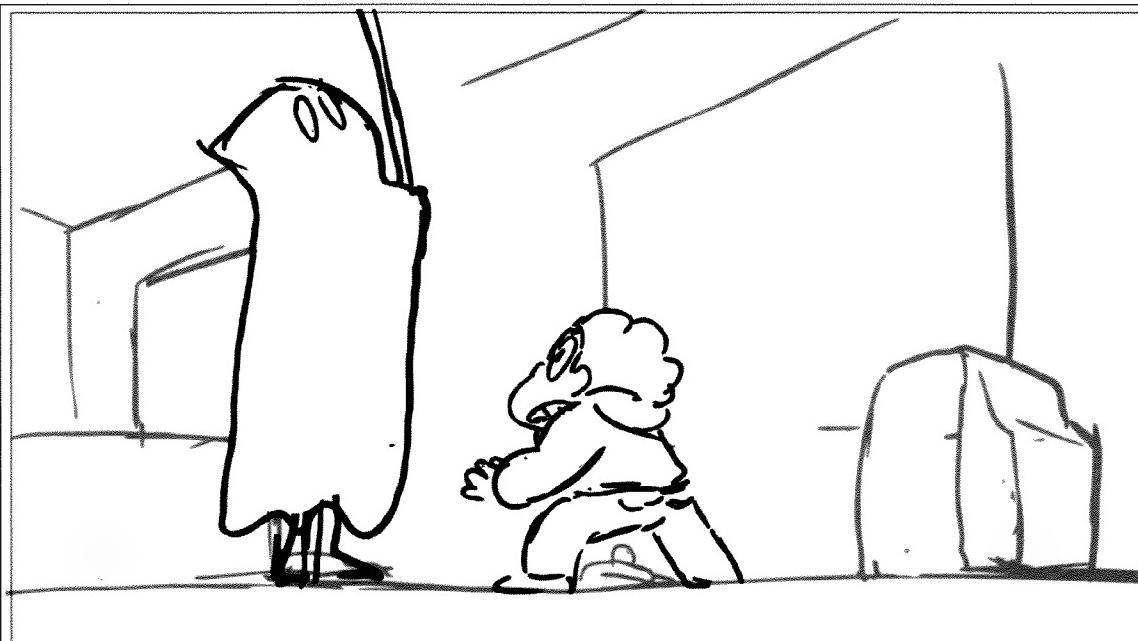


Scene

186

Panel

1



Scene

186

Panel

2

cont

Slugging
0.08Slugging
0.04

AUG 06 2013

1020.013

1020.013

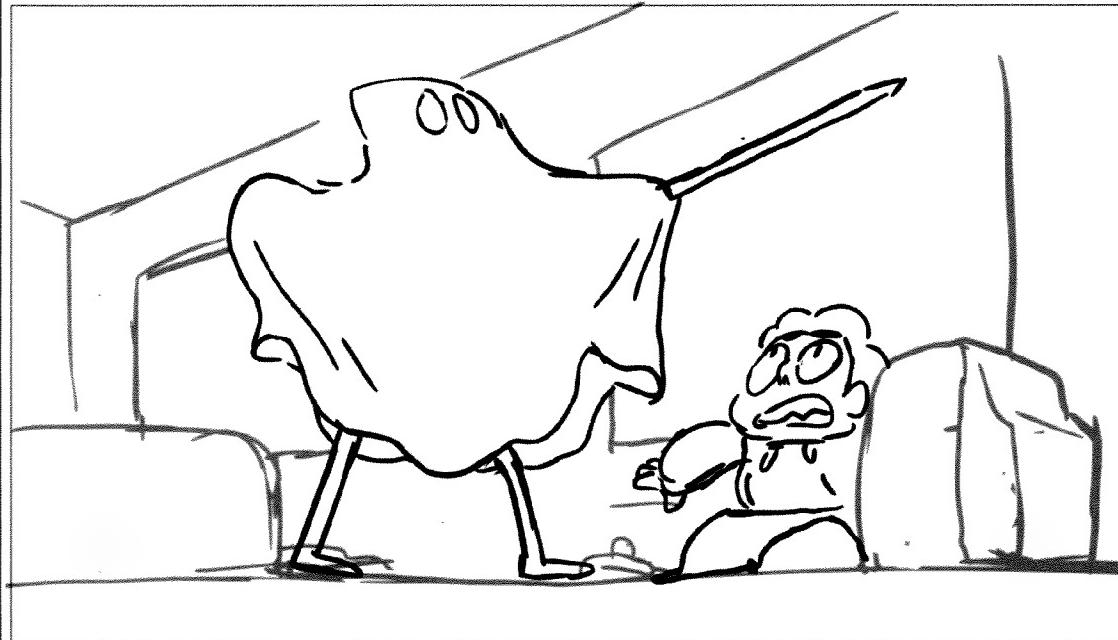


Scene

Panel

186 *cont*

3



Dialogue

HP: Parry,

Action Notes

Steven steps back to avoid Holo-Pearl.

Holo-Pearl strikes a pose and holds briefly.

Slugging

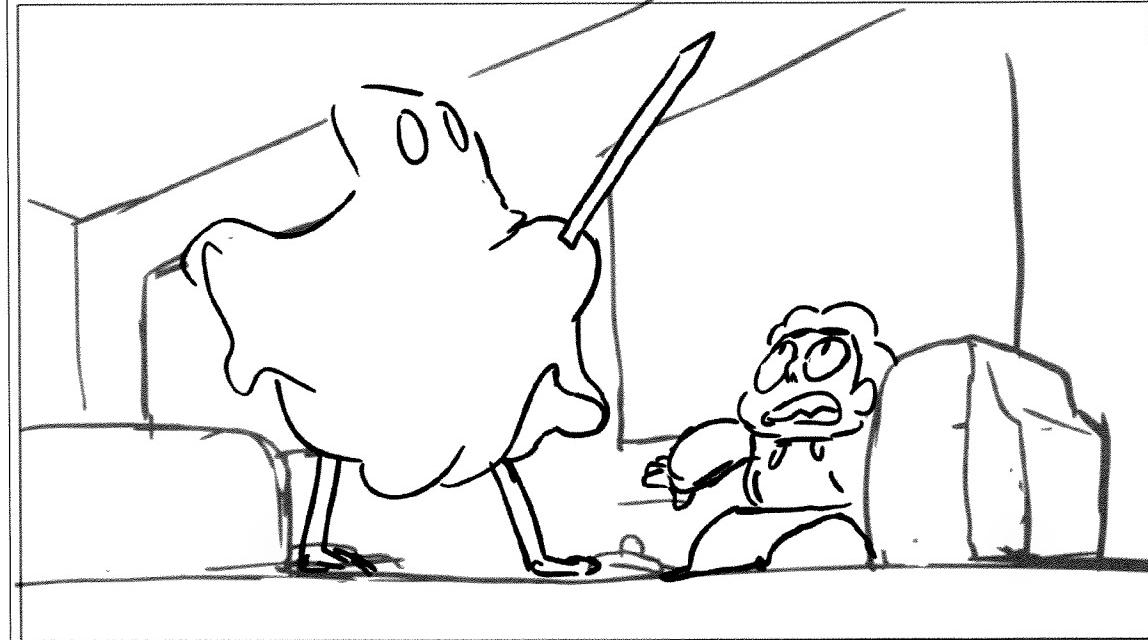
1.00

Scene

Panel

186 *cont*

4



Dialogue

HP: parry,

Action Notes

Holo-Pearl strikes pose and holds briefly.

Slugging

0.12

AUG 06 2013

1020.013

1020.013

1020.013



1020.013
Slugging
0.04

Notes
H.U. Steven's right arm to previous scene. Wider out.



1020.013
Dialogue
HP: Thrust

Action Notes
Steven ducks out of the way of sword which thrusts into frame from West.

Slugging
1.01

AUG 06 2013

1020.013

Scene 188 Panel 1



1020.013

Dialogue

HP (os): Parry, parry, thrust.

Action Notes

Cut on Steven in the middle of stepping backwards.

Slugging

0.04

Notes

-SP- H.U. Steven and sword to previous scene.



Scene 188 Panel 2 cont



1020.013

Dialogue

STEVEN: Rrrr-

Action Notes

Steven grits his teeth, slight staggering.

Slugging

0.04

AUG 06 2013

1020.013



Scene

188

Panel

cont

3



Dialogue

STEVEN: Stop saying...

Slugging

1.13

Scene

188

Panel

cont

4



Action Notes

Steven reaches down to grab toys.

Slugging

0.06

AUG 06 2013

1020.013

1020.013

1020.013



Scene 188 Panel cont 5



Dialogue

STEVEN: ...that!!

Action Notes

Steven lifts up a toy.

Slugging

0.06

Scene 188 Panel cont 6



Action Notes

Steven throws a toy, it comes towards camera West.

Slugging

0.06

AUG 06 2013

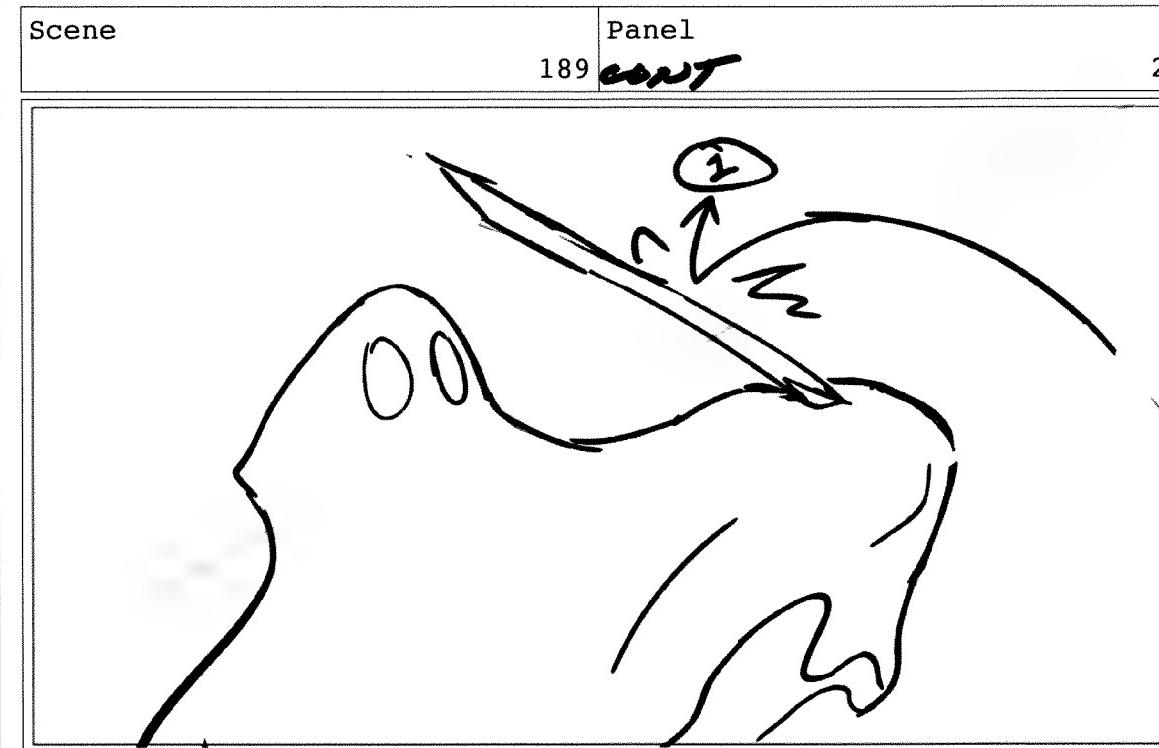
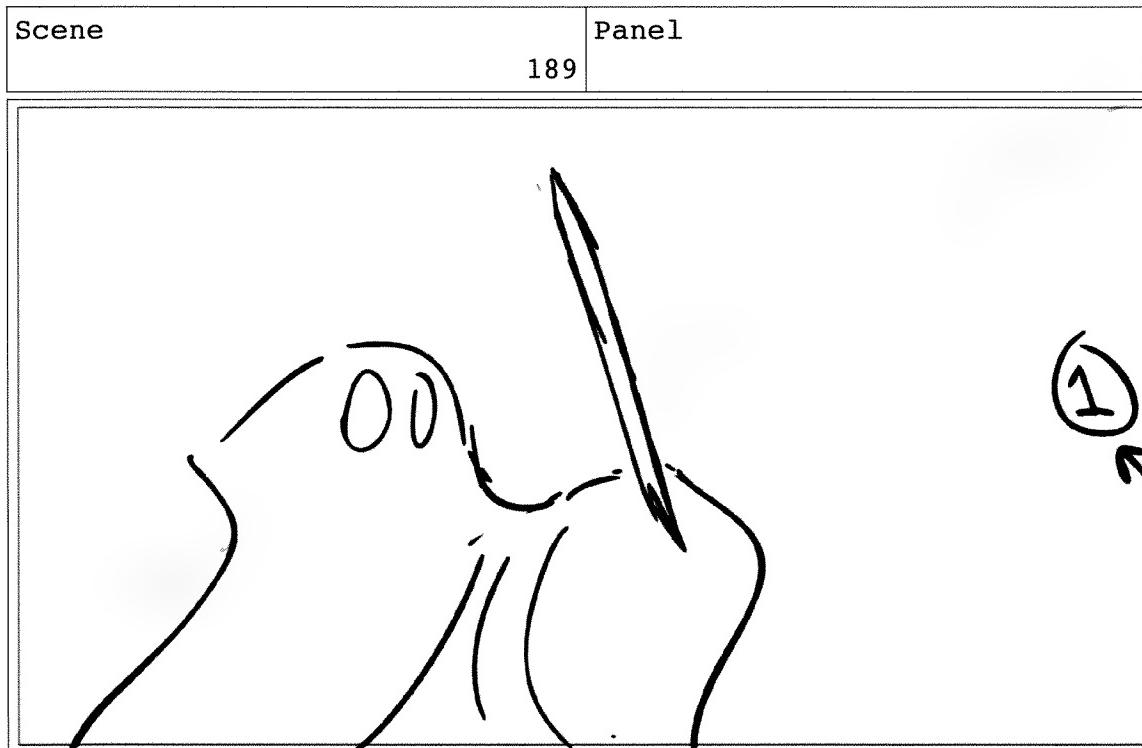
1020.013

1020.013

1020.013



1020.013



1020.013

Action Notes
Toy 1 IN East.

Slugging
0.05

Dialogue
HP: Parry

Action Notes
Holo-Pearl blocks first toy(1) and it bounces off the sword upwards before falling down.

Slugging
1.00

AUG 06 2013

1020.013



Scene

Panel

189 *cont*

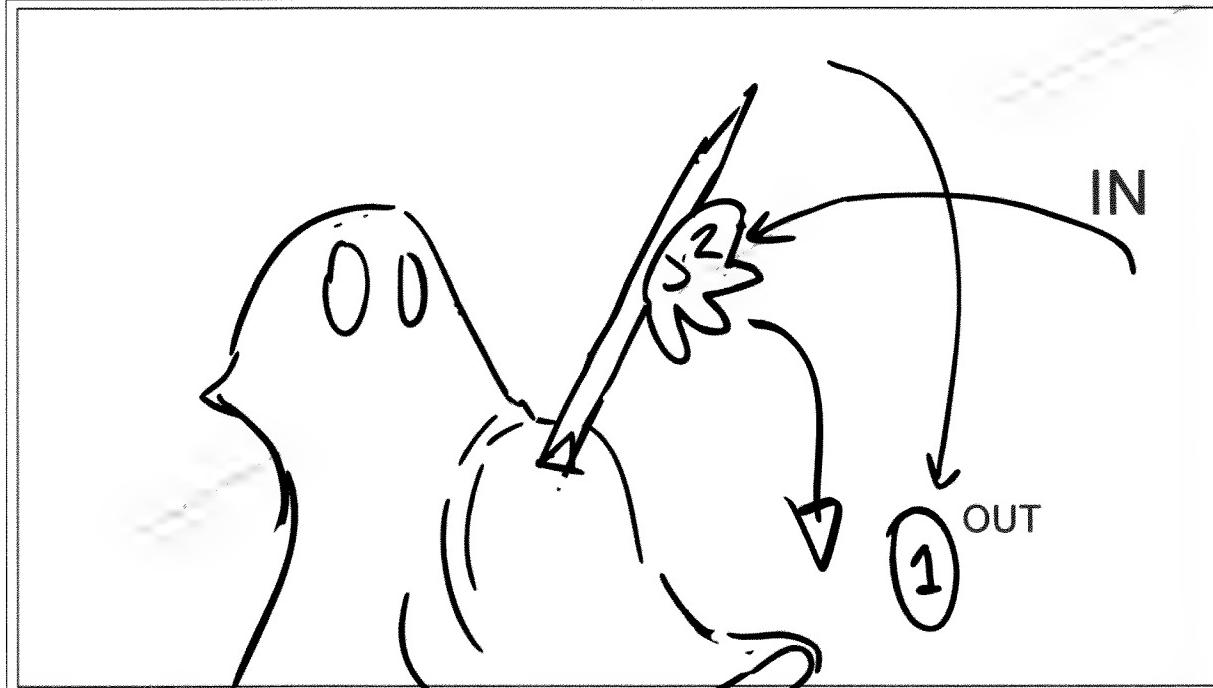
Scene

Panel

189 *cont*

3

4



1020.013

Dialogue

HP: Parry

Action Notes

Holo-Pearl blocks second toy(2) and it remains briefly attached to the sword as toy(1) falls out of bottom frame.

Slugging

1.00

Dialogue

HP: Thrust!

Action Notes

Holo-Pearl thrusts sword forward and toy(2) gets pushed off and falls to SE.

Slugging

0.09

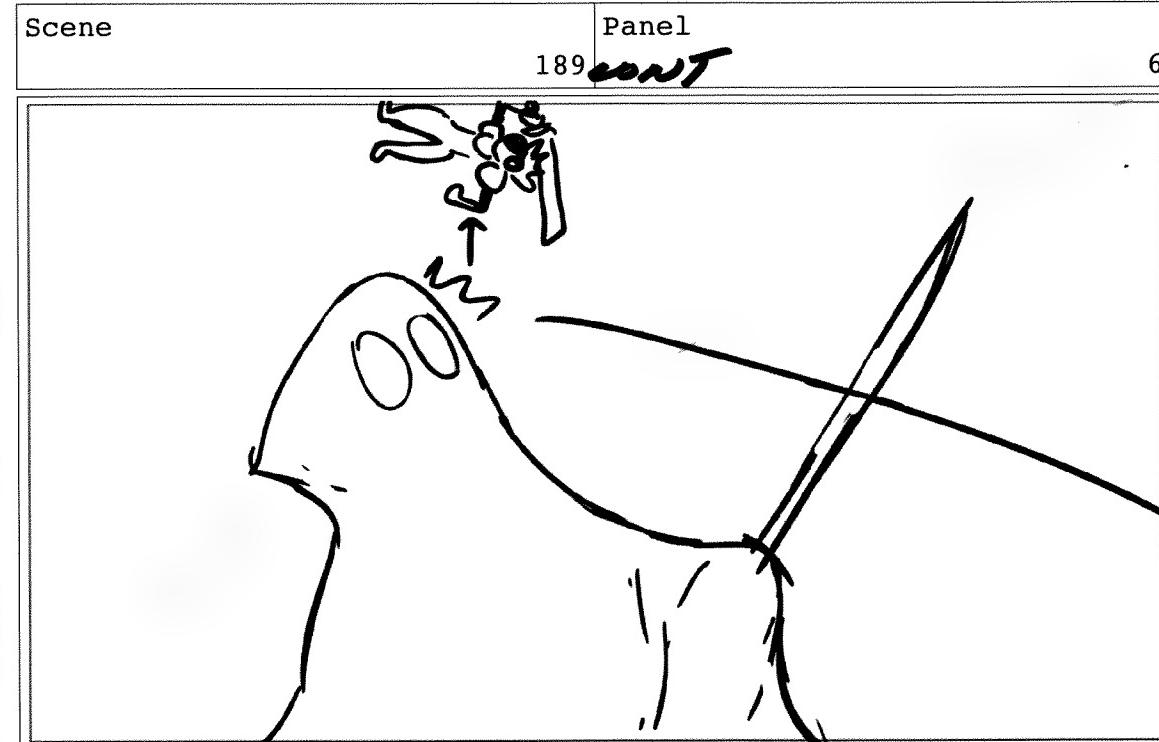
AUG 06 2013

1020.013



Action Notes
toy(2) leaves bottom frame as toy(3) enters from East.

Slugging
0.08



Action Notes
toy(3) bounces off of Holo-Pearl's head.

Slugging
0.11

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1020.013

1020.013

1020.013

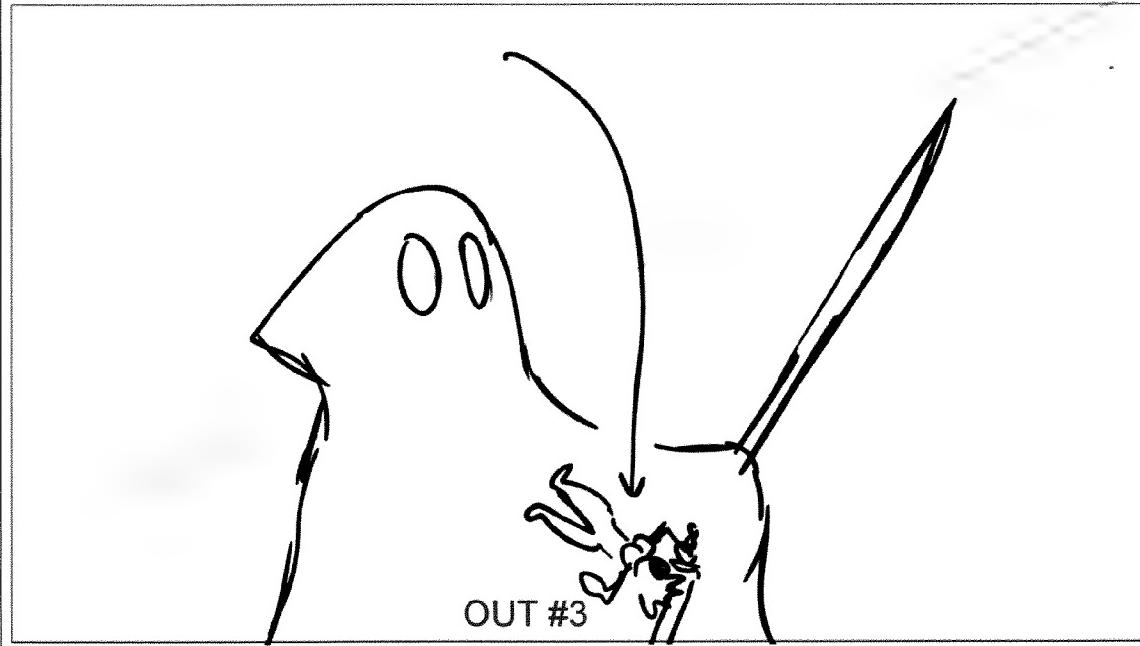


Scene

189 *cont*

Panel

7



Action Notes

toy(3) falls down and out South.

Slugging

0.15

Scene

190

Panel

1



Dialogue

STEVEN: *panting*

HP (os): Basic Attack Mode...

Action Notes

Steven pants and sweats from the effort of throwing toys.

Slugging

2.10

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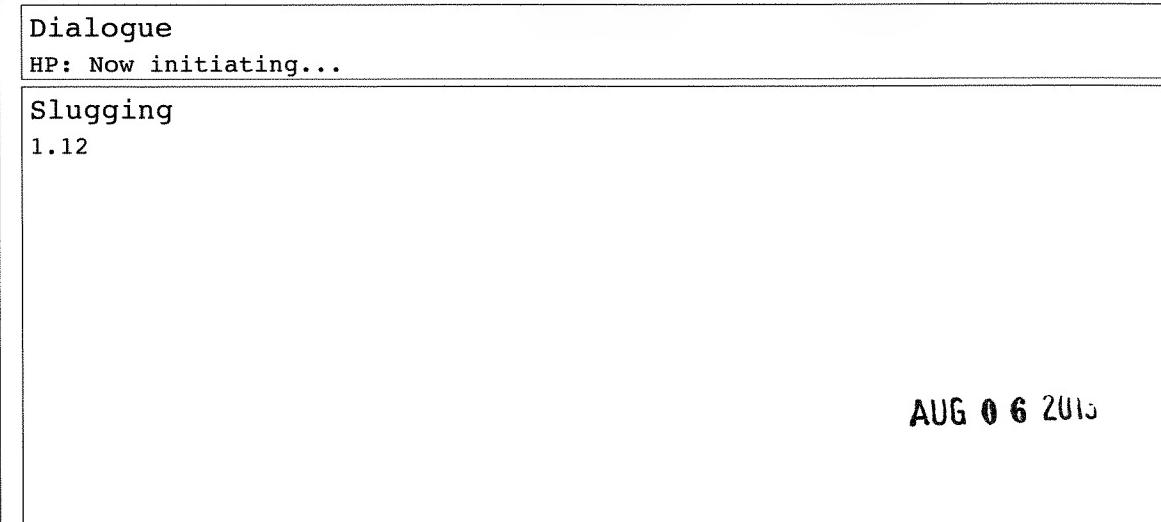
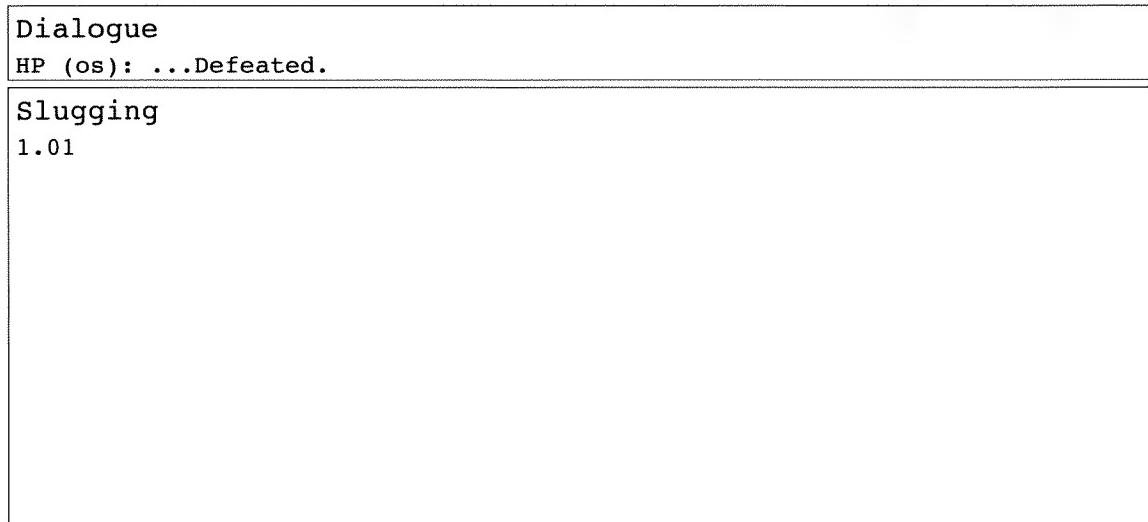
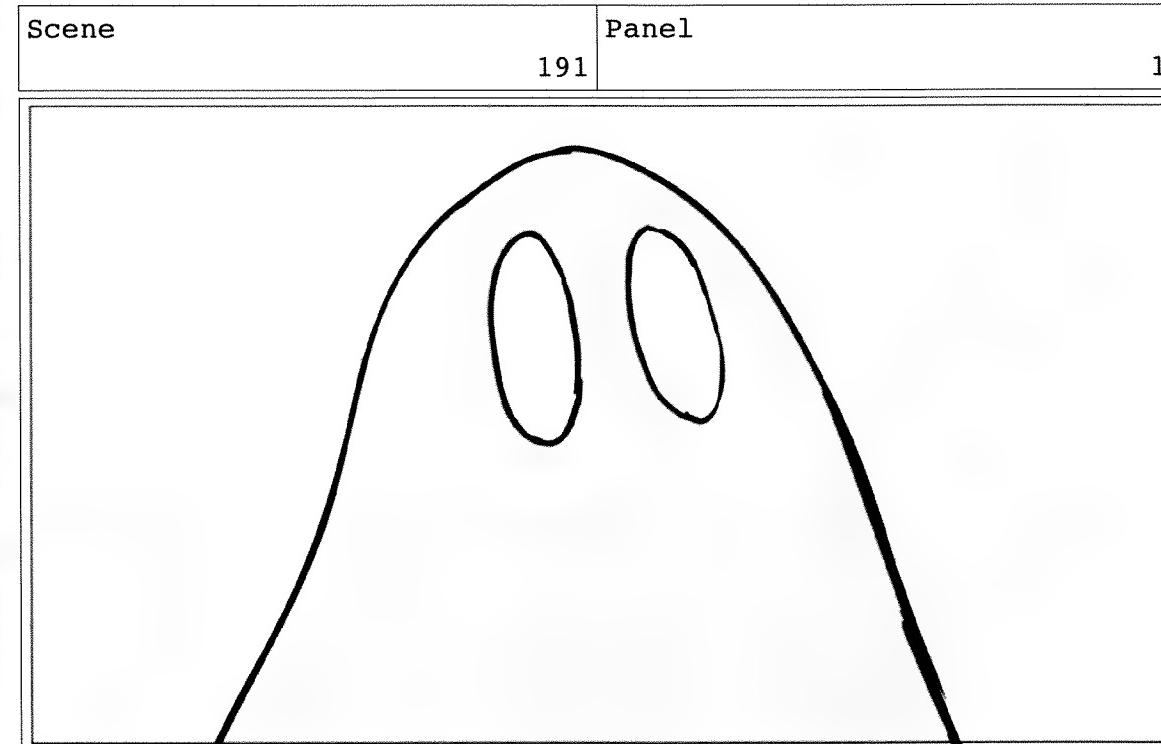
1020.0701

1020.013

1020.013



1020.013



1020.013

1020.013



Scene

Panel

191 cont

2



Action Notes

Holo-Pearl's eyes glitch underneath the sheet.

Slugging

0.14



2B

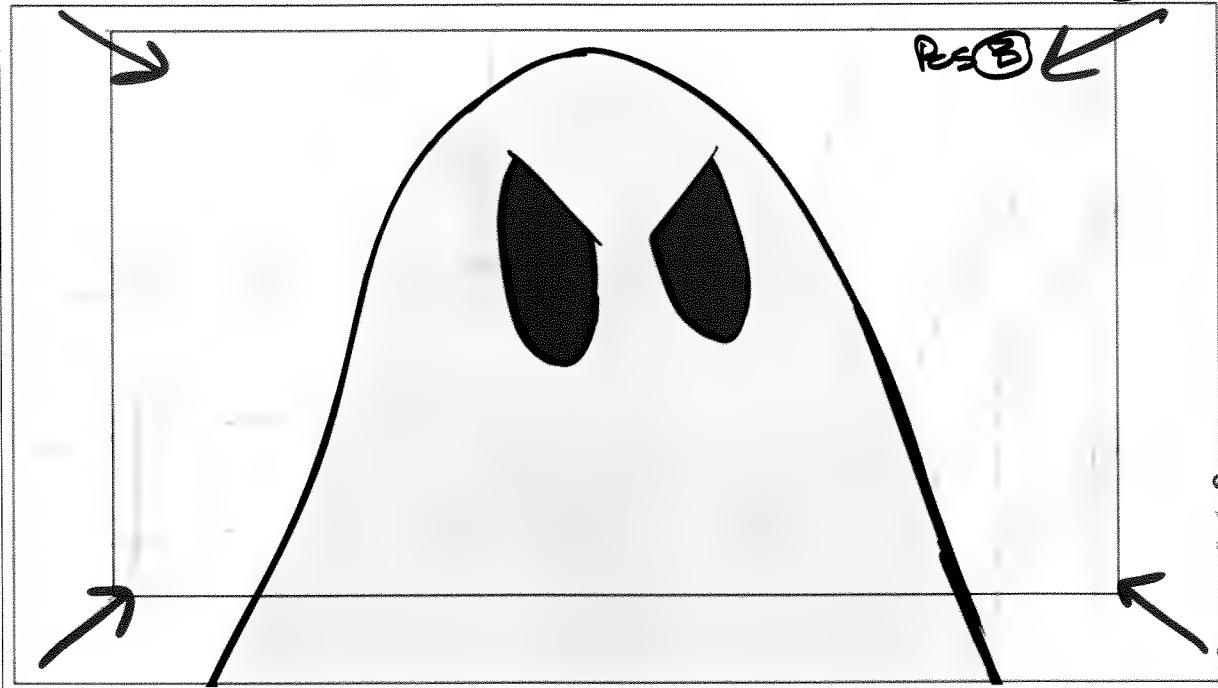
Scene

Panel

191 cont

Pos A

3



Dialogue

HP: Advanced mode.

Action Notes

camera pushes IN.

Slugging

ADJ: 2.05

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1020.013

1020.0701



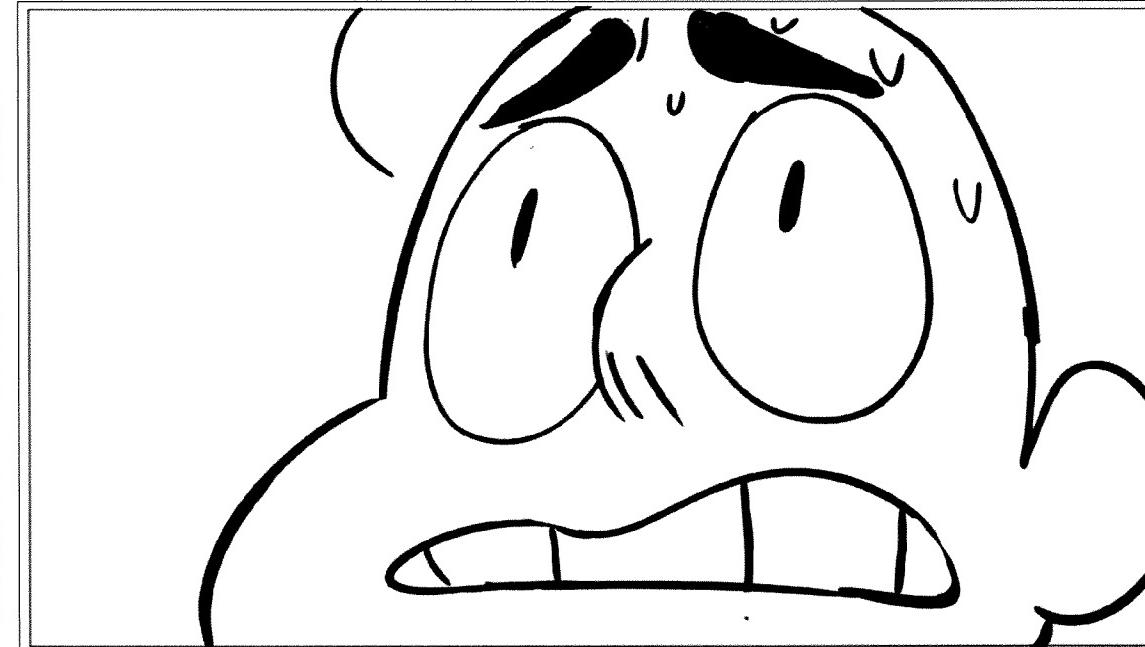
Scene 192 Panel 1



Action Notes
Steven is sweating.

Slugging
0.04

Scene 192 Panel 2 cont



Action Notes
Steven reacts.

Slugging
0.12

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1020.013

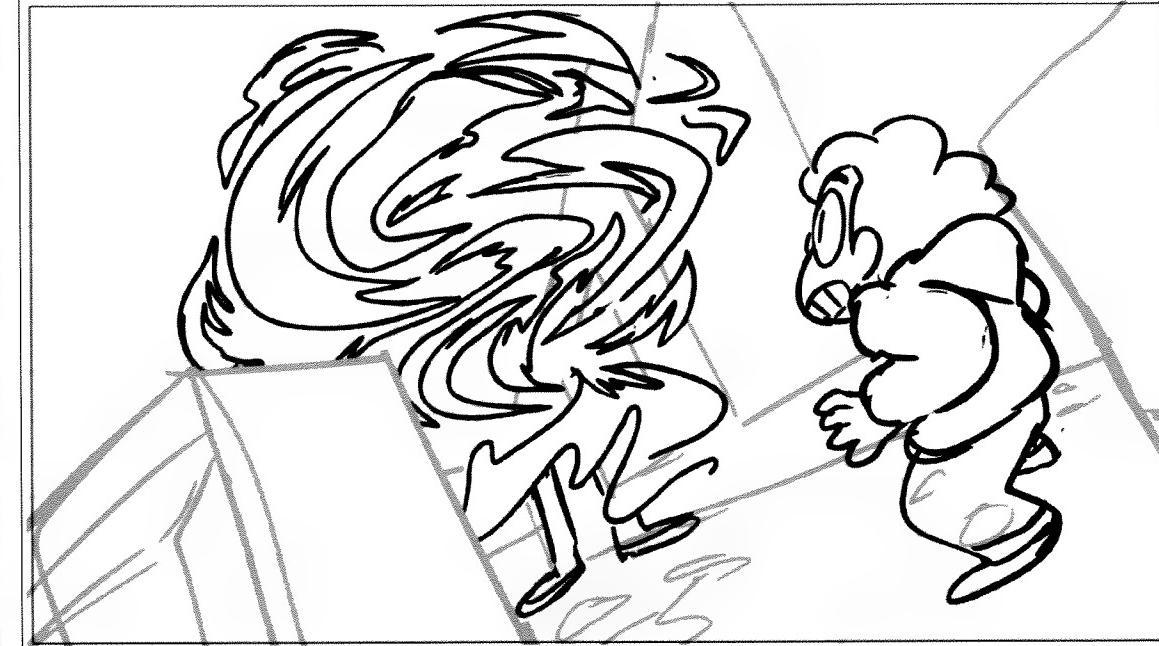
1020.013



Scene 193 Panel 1



Scene 193 Panel 2 cont



1020 . 013

Slugging
0.10

Action Notes
Holo-Pearl slices through sheet so fast that it appears as a whirlwind of metallic flashes and shredded bits of fabric.

Slugging
0.04

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1020 . 013

1020 . 013



Scene

Panel

194

1



Action Notes

Cut on action from previous shot: Holo-Pearl slices through sheet so fast that it appears as a whirlwind of metallic flashes and shredded bits of fabric.

Slugging

0.06

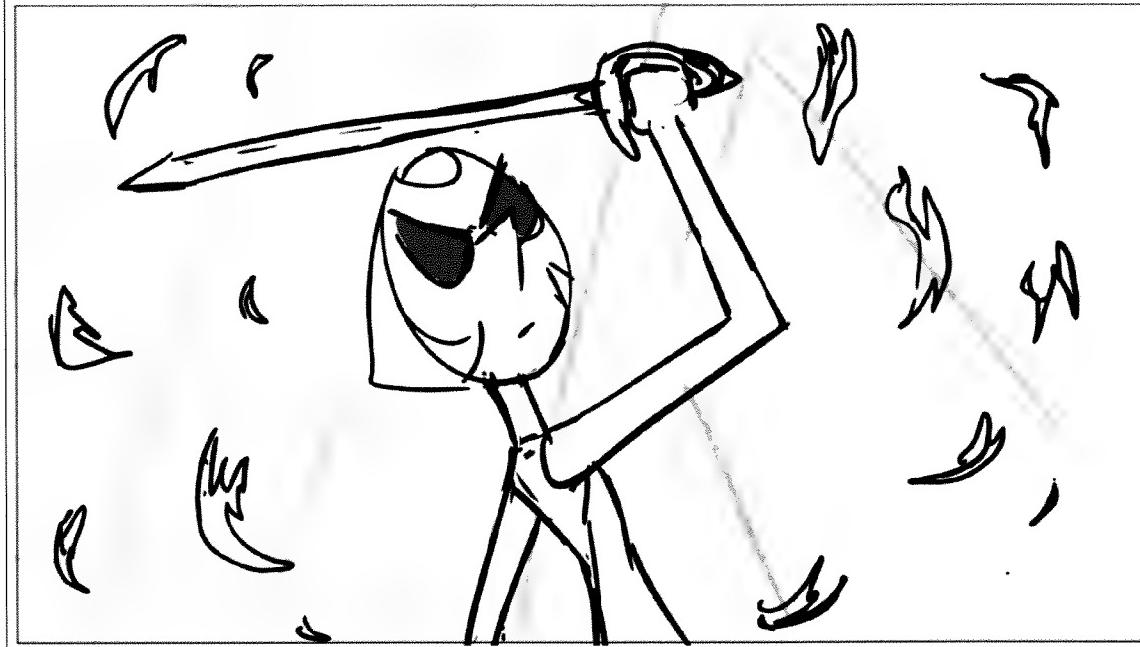
Scene

Panel

194

cont

2



Action Notes

Holo-Pearl suddenly stops slicing and shreds of fabric hang in the air.

Slugging

0.05

AUG 06 2013

1020.013

1020.013

1020.013



Steven The Sword Fighter

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Scene	Panel	
194	cont	3



Action Notes
shreds of fabric gently drift downwards.

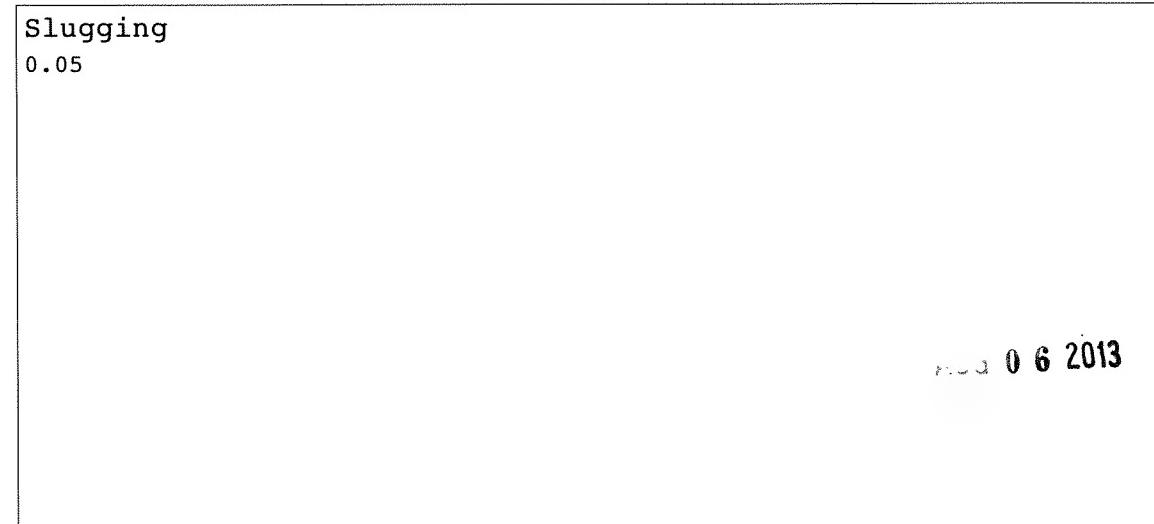
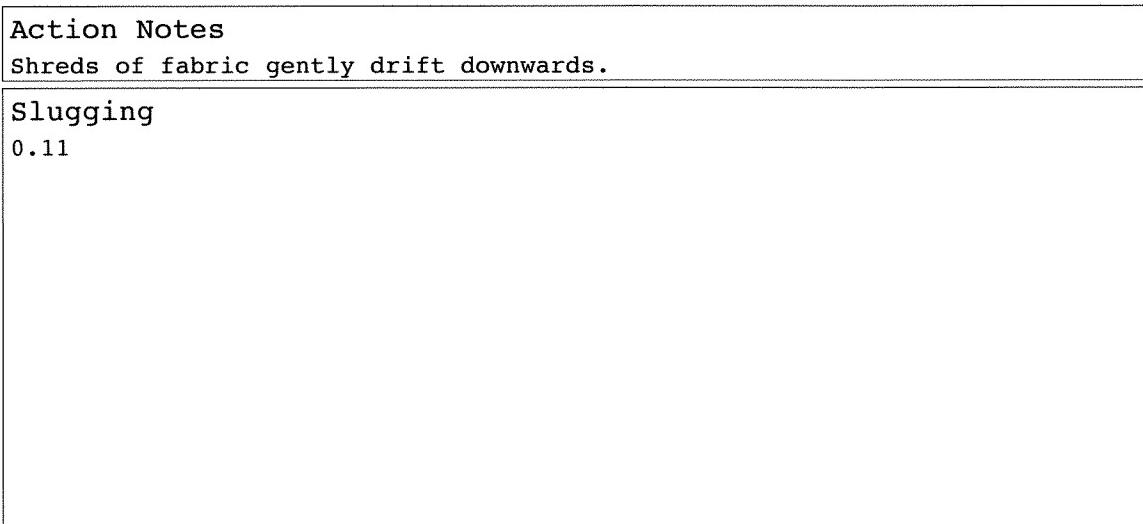
Slugging
0.11

Scene	Panel	
195		1



Slugging
0.05

06 2013



1020.013

1020.013

1020.013



Slugging
0.04

Dialogue
STEVEN: Ahh!
Action Notes
Steven moves out of the way of sword which appears as a jagged effects shape that enters from top of the frame and sends up sparks where it hits the ground.
Slugging
0.06

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1020.013

1020.013

1020.013



Scene

Panel

195 *cont*

4



Scene

Panel

195 *cont*

5



1020.013

Dialogue

STEVEN: Ahhh!!

Action Notes

Sword leaves up out of frame

Slugging

0.04

Action Notes

Camera ADJ East with Steven's run.

Slugging

0.04

AUG 06 2013

1020.013

1020.013



Scene

195 *cont*

Panel

6

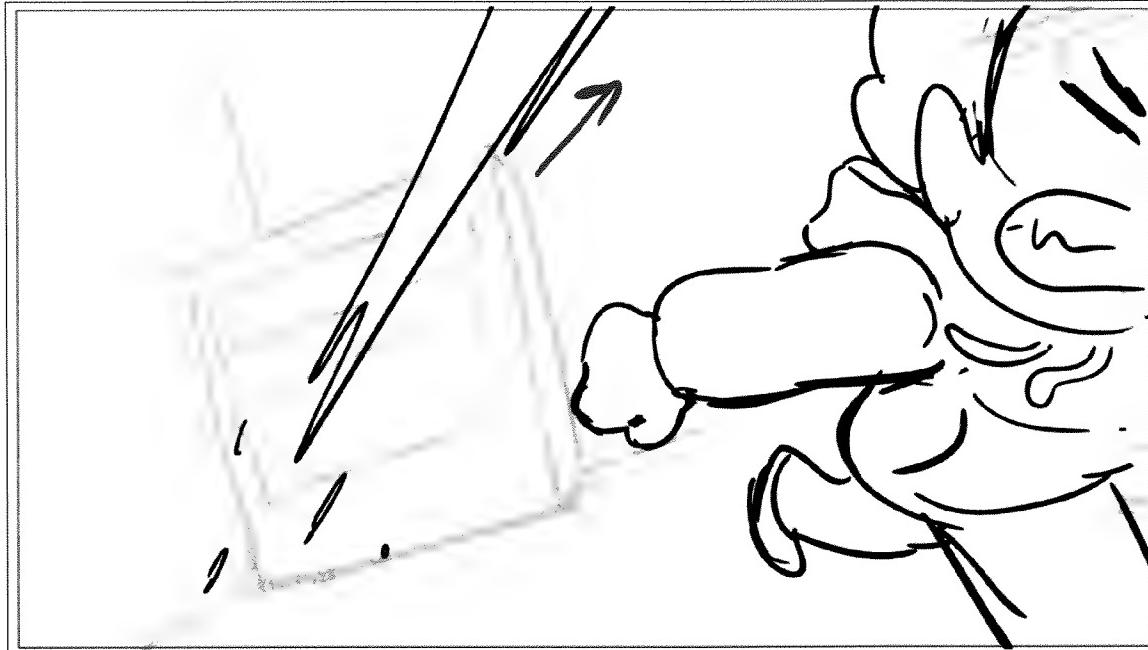


Scene

195 *cont*

Panel

7



Dialogue

STEVEN: Ahhh!!

Action Notes

Steven runs East as sword strikes in from top, camera ADJ East to follow Steven's movement.

Slugging

0.06

Action Notes

Cut as steven reaches frame.

Slugging

0.06

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1020.013

1020.013

1020.013



Steven The Sword Fighter

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Scene

Panel

196

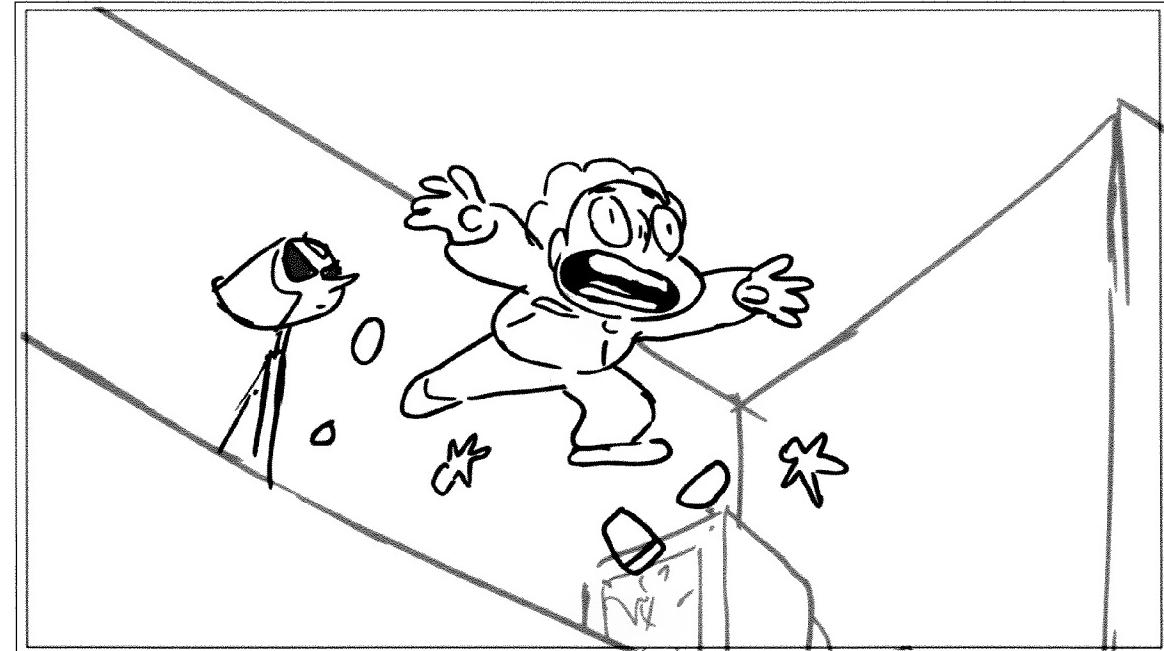
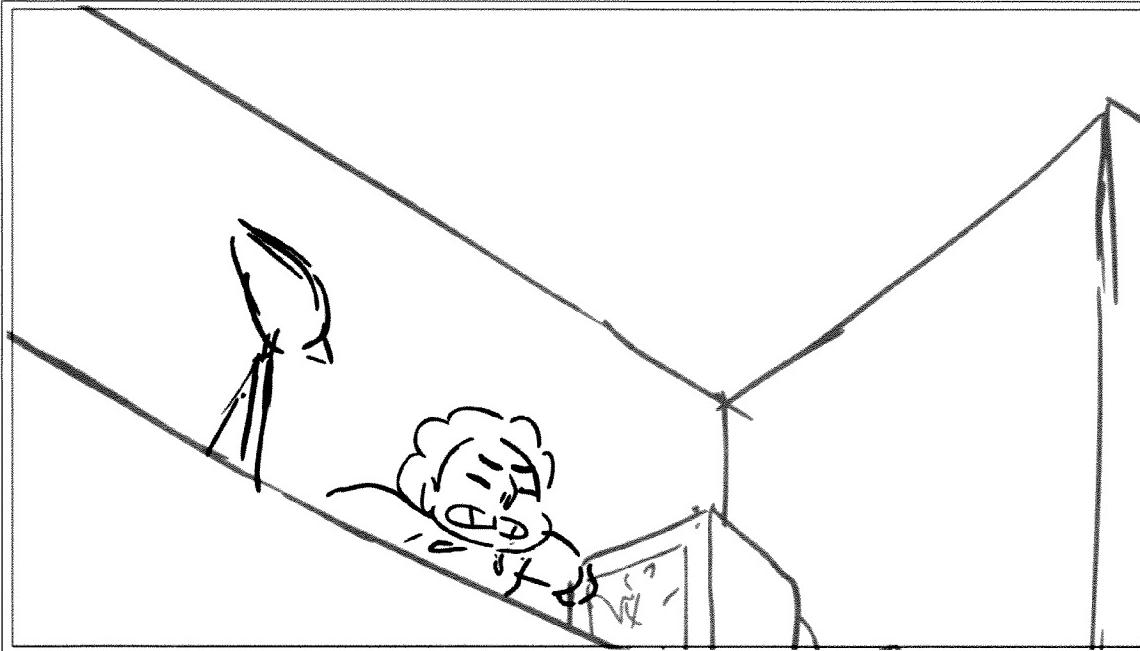
Scene

Panel

196

cont

2



Slugging

0.04

Dialogue

STEVEN: AHHHHHHHH!!!

Action Notes

Steven jumps into the air and a burst of toys and random items fly up with him.

Slugging

0.04

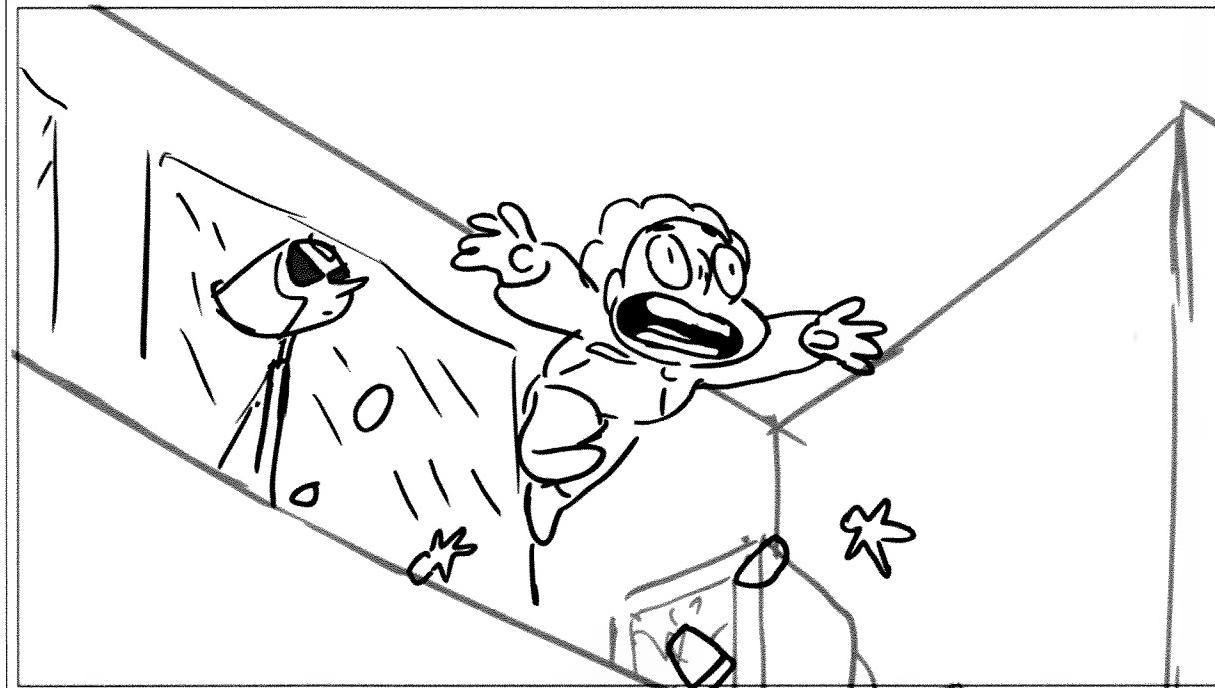
AUG 06 2013

1020.013

1020.013

1020.013

Scene 196 *cont* Panel 3



1020 . 013

Dialogue

STEVEN: AHHHHHHHHH!!!

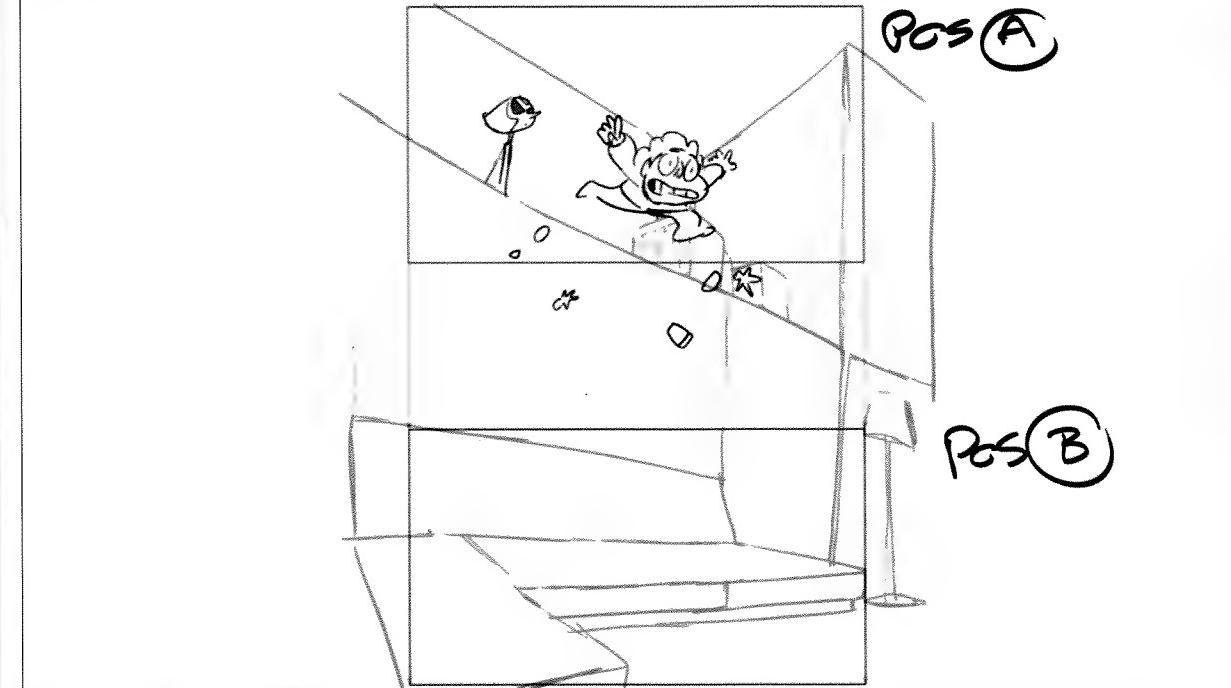
Action Notes

Steven hangs in the air for a moment, kicking his legs.

Slugging

0.04

Scene 196 *cont* Panel 4



1020 . 013

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1020 . 013

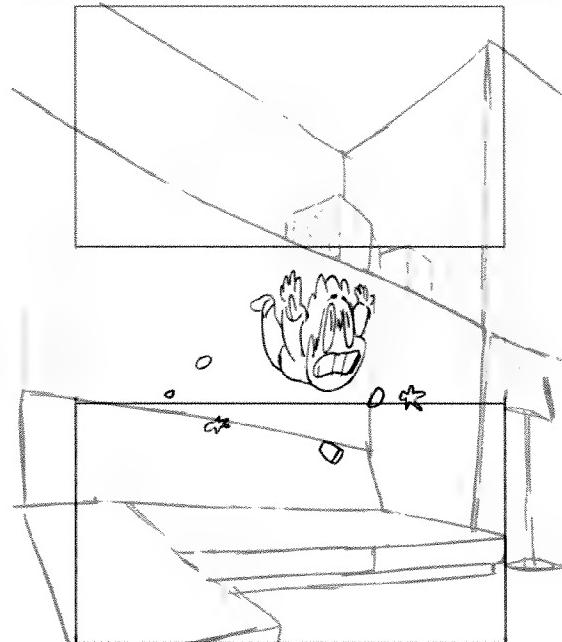


Scene

Panel

196 *cont*

5

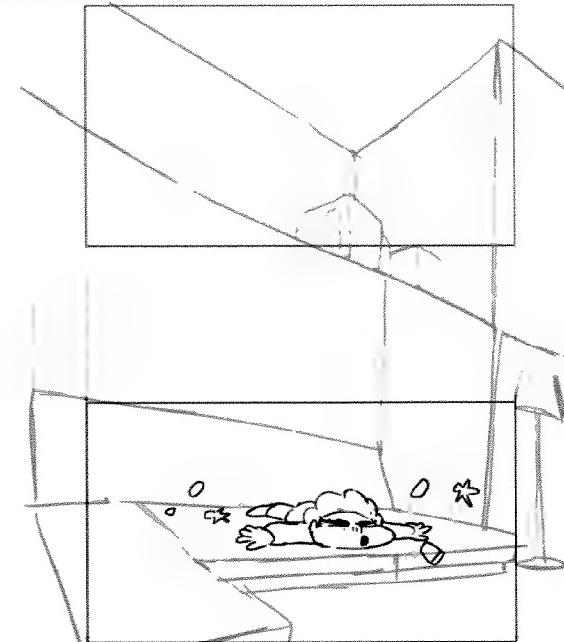


Scene

Panel

196 *cont*

6



Slugging

ADJ: 0.03

Dialogue

STEVEN: Oooff!

Action Notes

Steven lands flat on the couch below, toys and things bounce off couch.

Slugging

ADJ: 0.02

Then HOLD: 0.04

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1020.013

1020.013



Scene

196 Panel
CONT

7



Scene

197 Panel

1

Slugging
0.06Action Notes
Steven's body sinks into the couch creating wrinkles.Slugging
0.06

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1020.013

1020.013

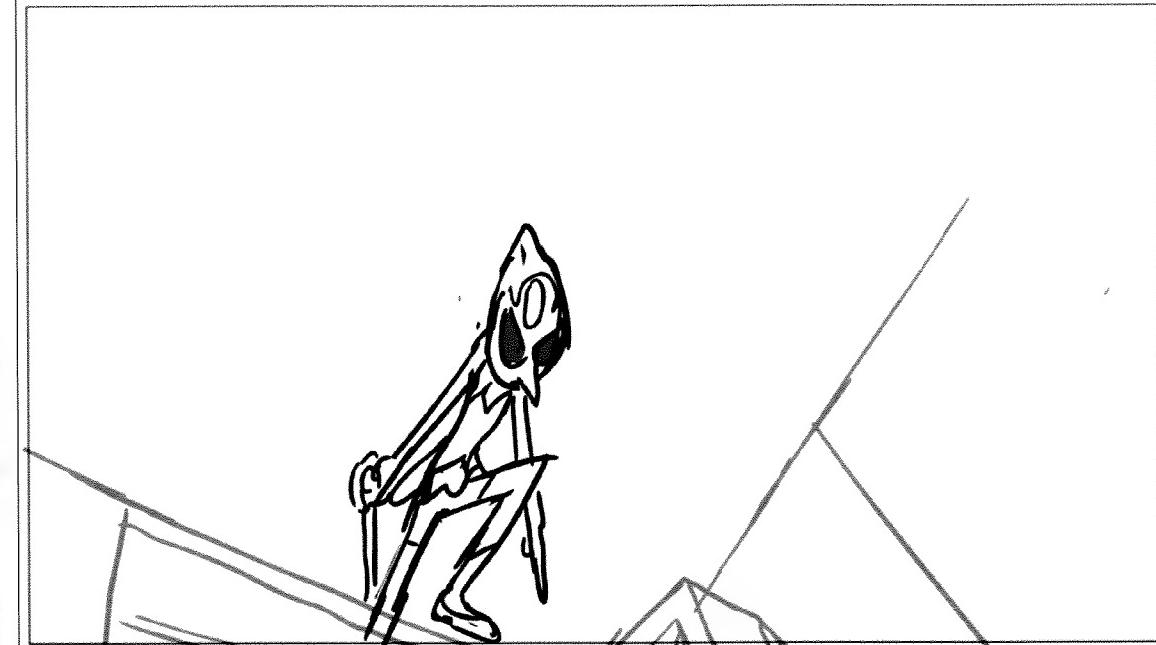
1020.013



Scene	Panel
197	2 CONT



Scene	Panel
198	1



1020 . 013

Action Notes
Steven gets up onto his hands and knees and turns back quickly to look behind him.
Steven's hands and knees sink into the couch creating wrinkles.

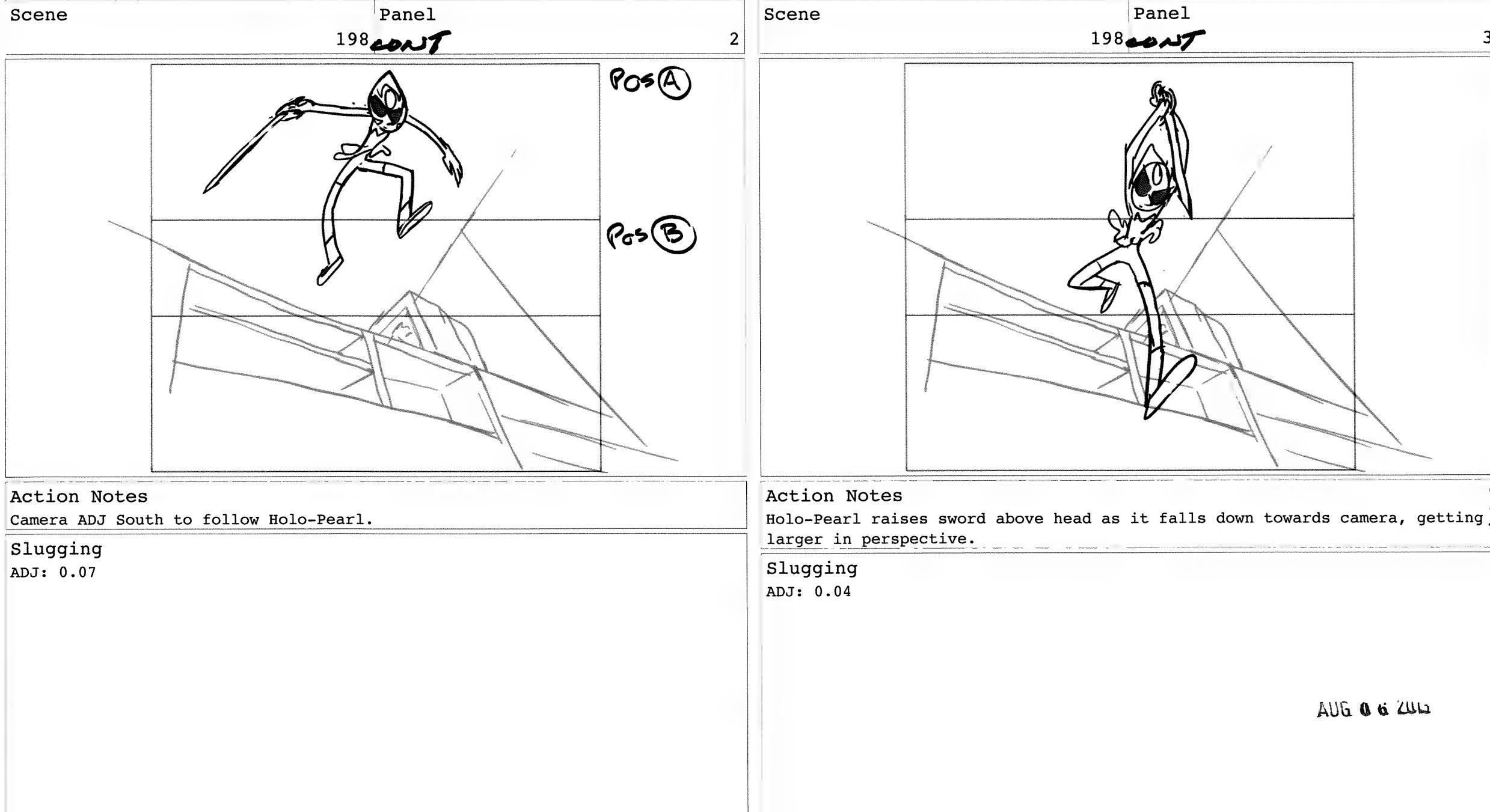
Slugging
0.06

Action Notes
Holo-Pearl leaps off of loft.

Slugging
0.04

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1020 . 013

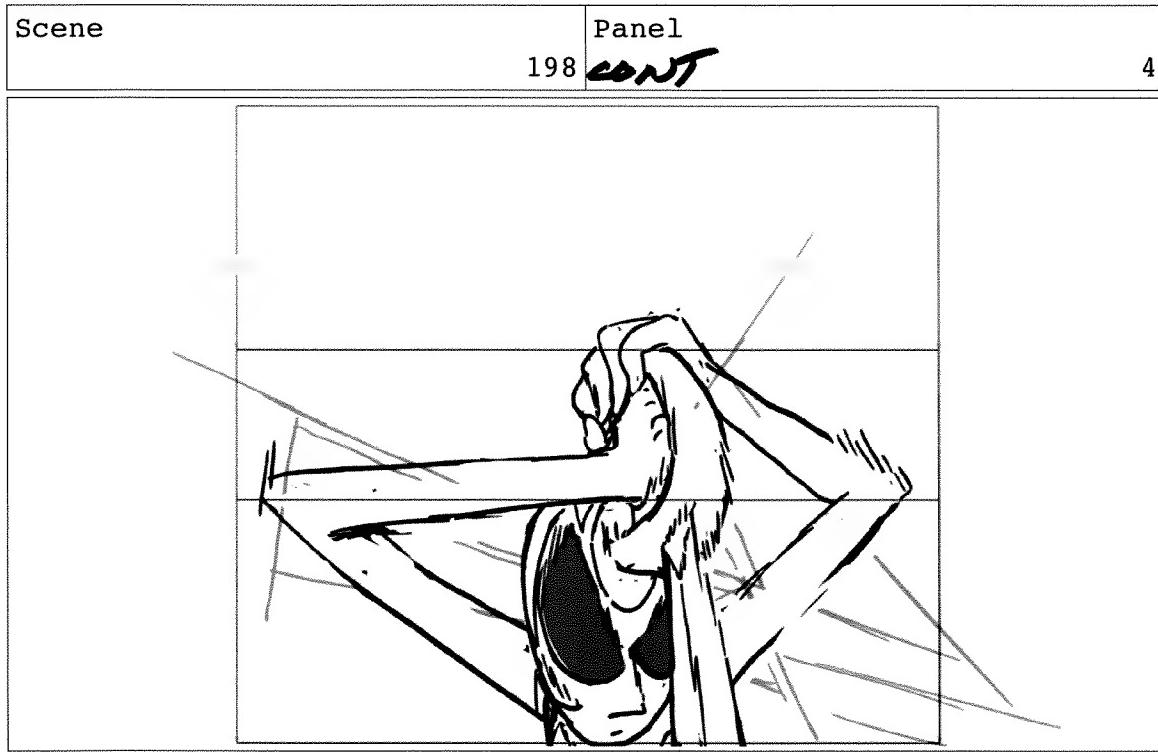


1020 · 013



1020 . 013

1020 . 013

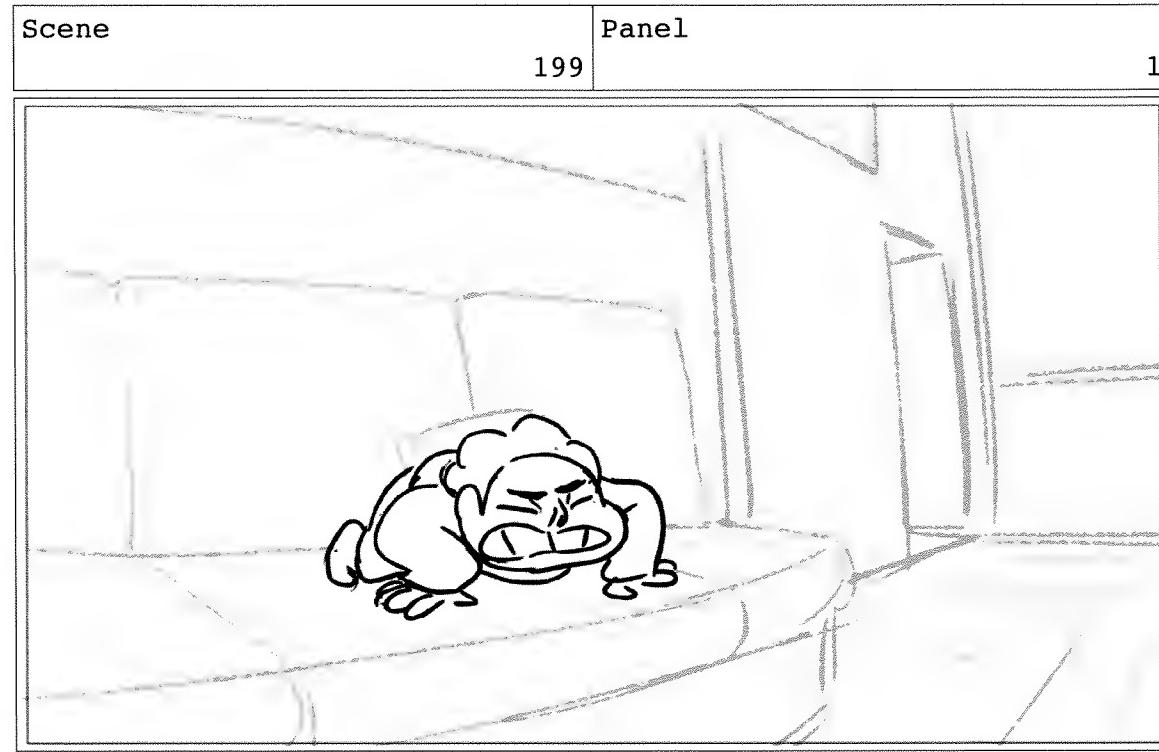
**Action Notes**

Holo-Pearl falls down very close to camera, cut as Holo-Pearl reaches bottom frame.

Lines are drawn jagged to emphasize speed and danger.

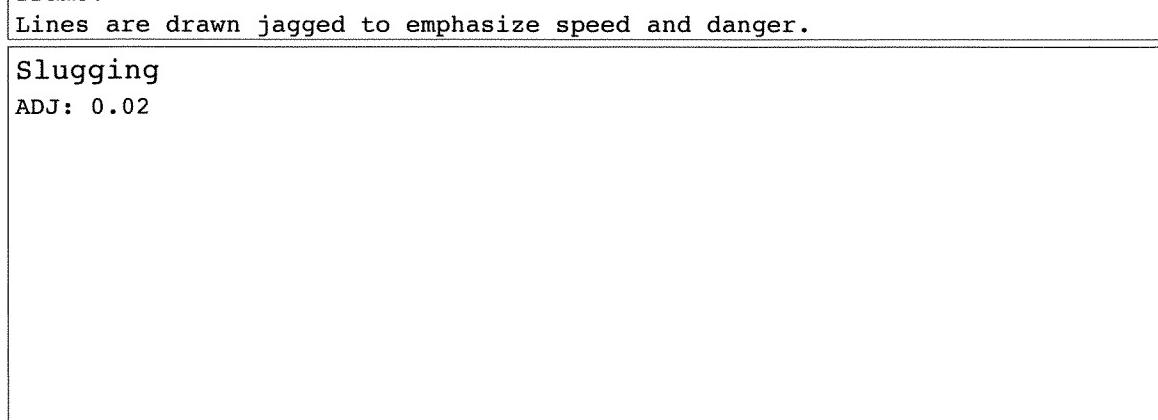
Slugging

ADJ: 0.02

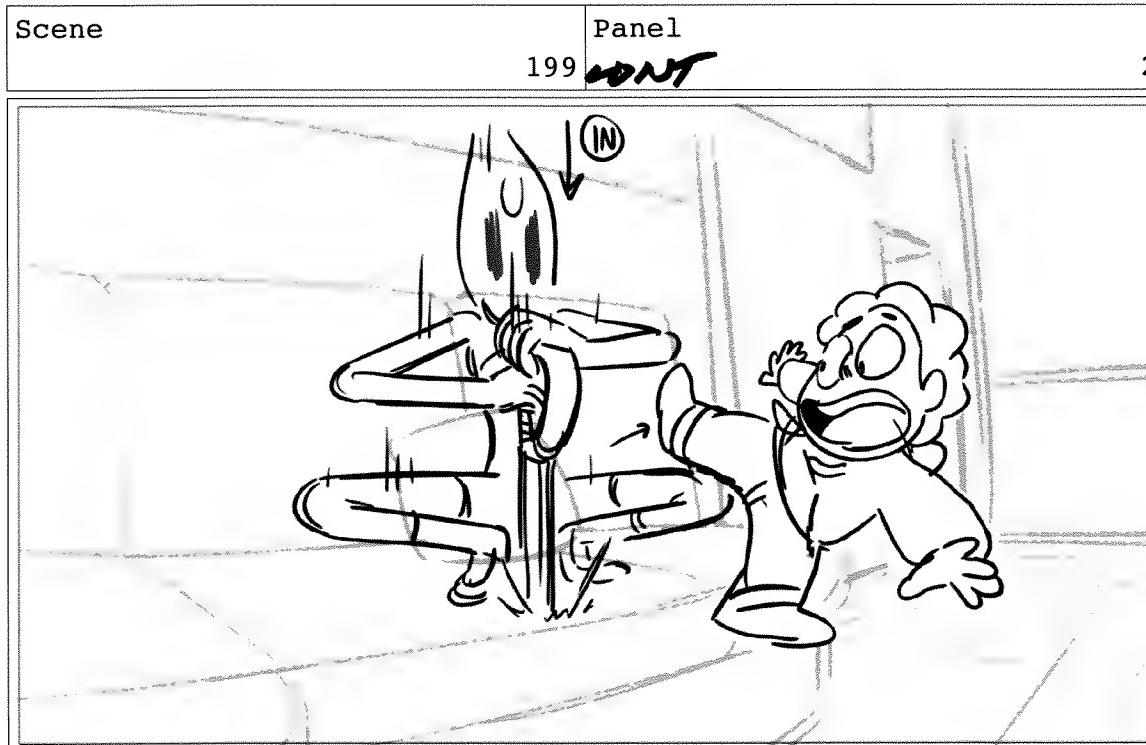
**Slugging**

0.04

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1020 . 013

**Dialogue**

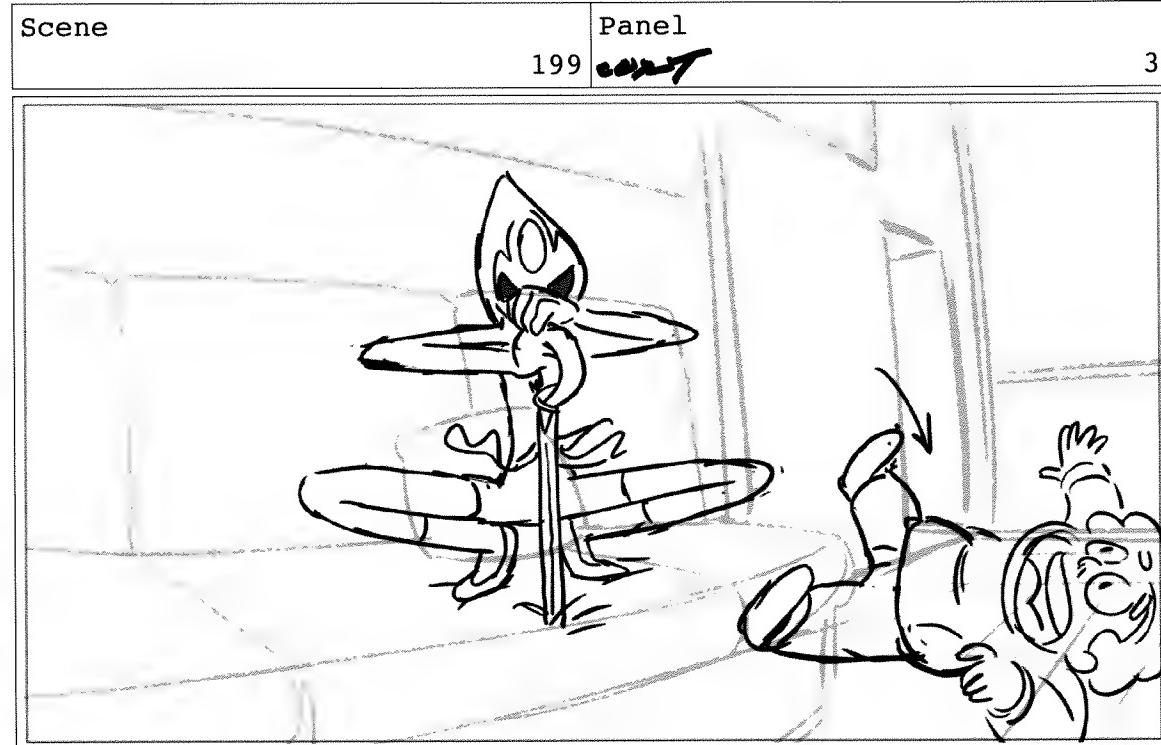
STEVEN: Wahh!

Action Notes

Steven jumps out of the way just in time to avoid Holo-Pearl IN from North.

Slugging

0.05

**Action Notes**

Steven starts to roll OUT to the East.

Slugging

Panels 3 to 5 = 0.15

Notes

Roll out to H.U. to next scene.

AUG 06 2013

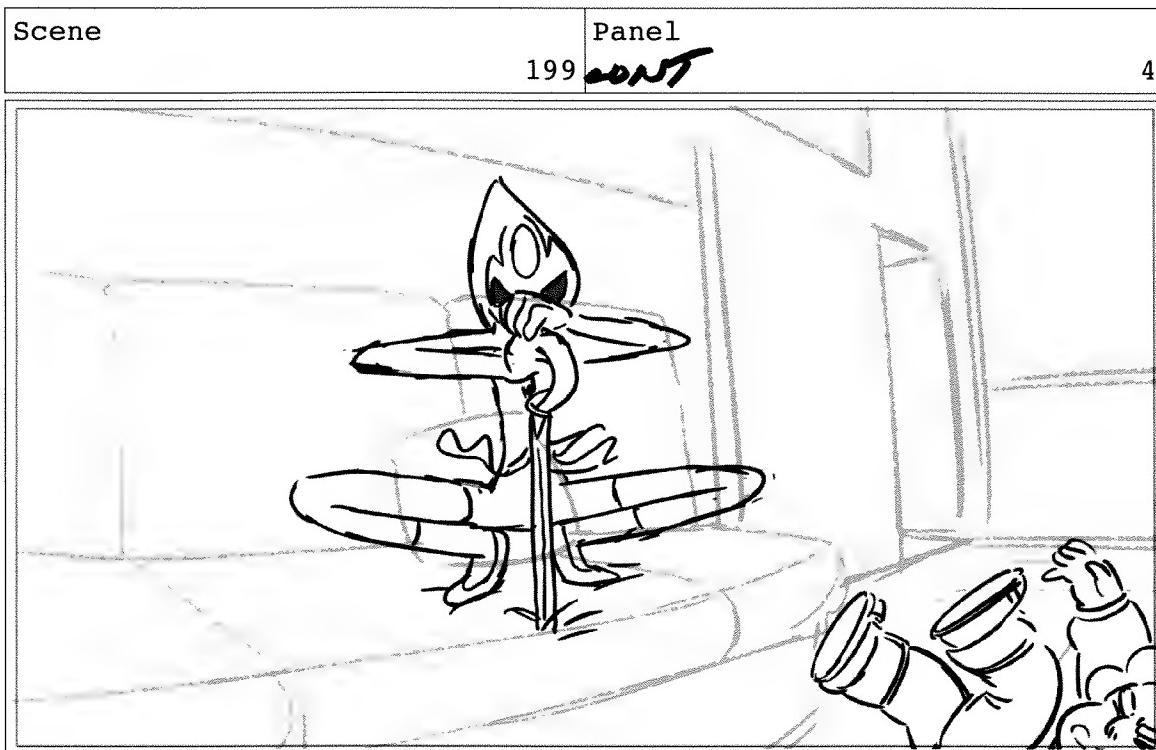
1020.013

1020.013

1020.013



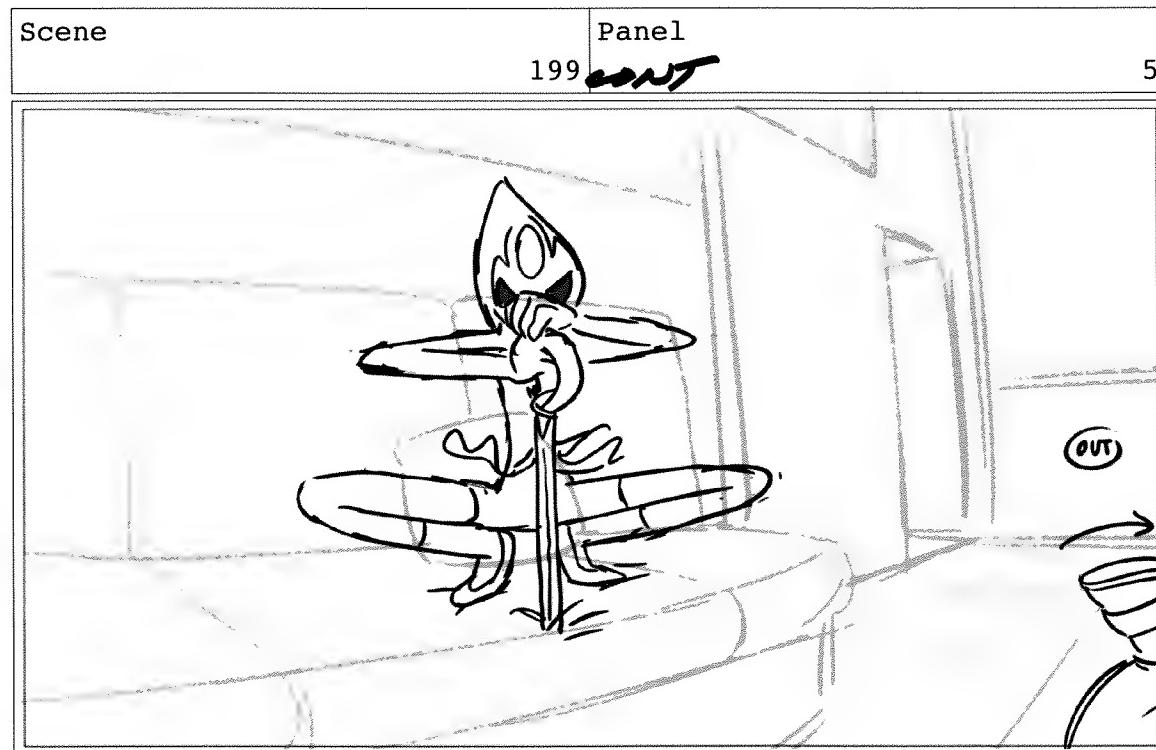
1020.013

**Action Notes**

Steven starts to roll OUT to the East.

Notes

Roll out to H.U. to next scene.

**Action Notes**

Steven starts to roll OUT to the East.

Notes

Roll out to H.U. to next scene.

AUG 06 2013

1020.013



Steven The Sword Fighter

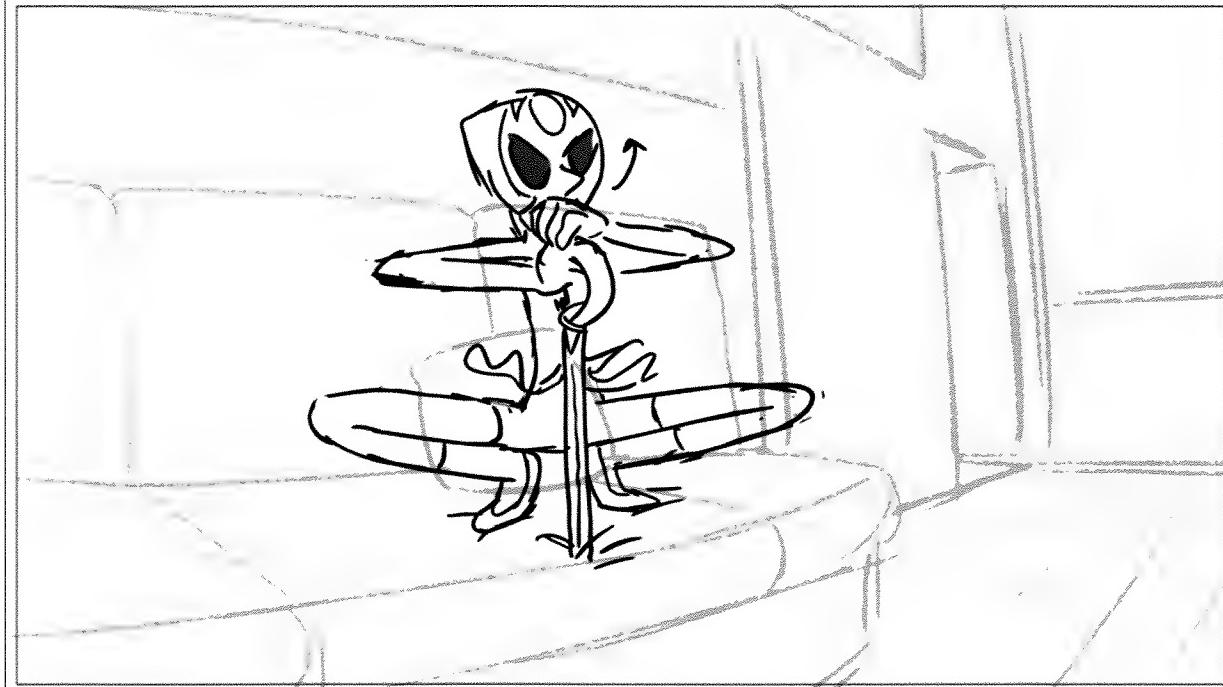
Page 372

Scene

Panel

199 *cont*

6



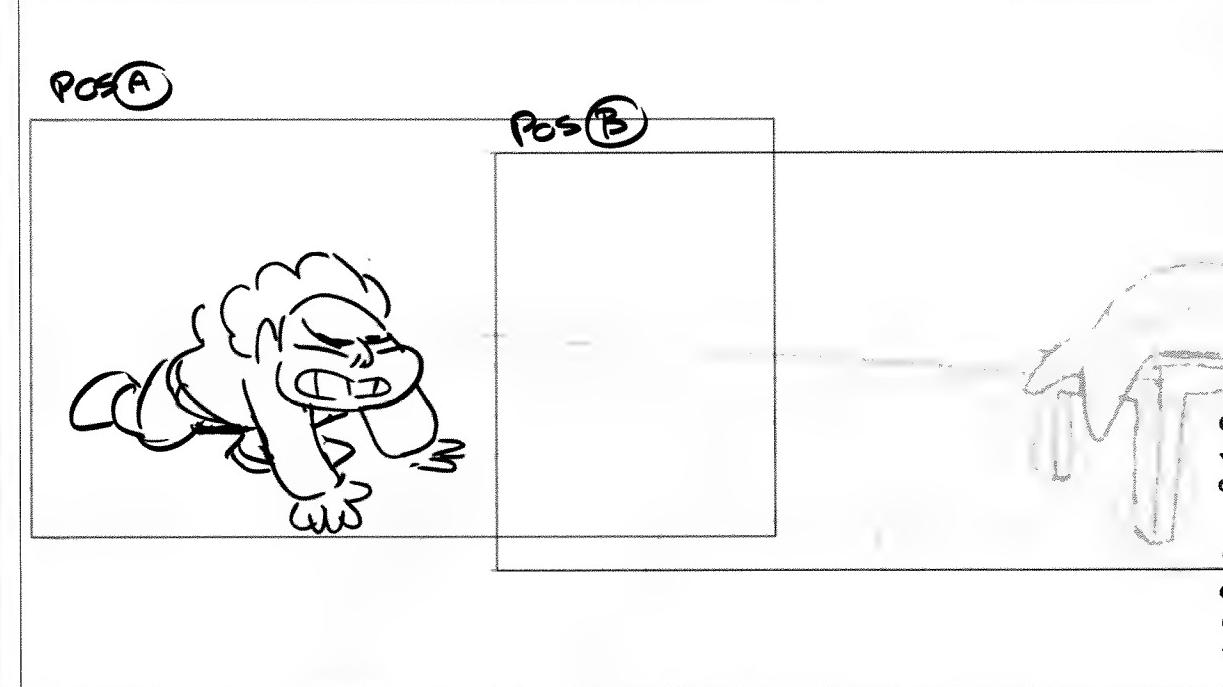
1020.013

Scene

Panel

200

1



1020.013

Action Notes

Steven rolled OUT East.

Slugging

0.07

Action Notes

Camera ADJ East with Steven running.

Cut to Steven getting off the floor, running to the East.

Slugging

ADJ: 0.04

Notes

Roll in to HU

AUG 06 2013

1020.013



Steven The Sword Fighter

Page 373.

Scene

Panel

200 *cont*

2

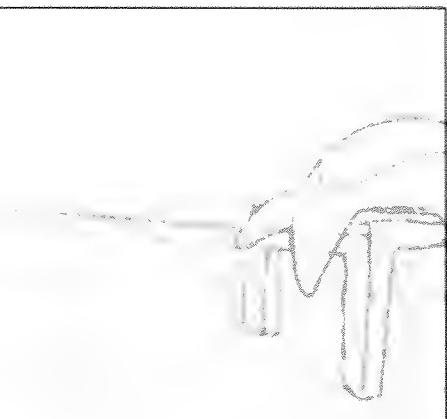
Scene

Panel

200 *cont*

3

PAN
→



PAN
→



1020.013

Action Notes

Camera pans East with Steven as he runs to the East.

Slugging

ADJ: 0.10

Action Notes

Steven stops.

Slugging

ADJ: 0.04

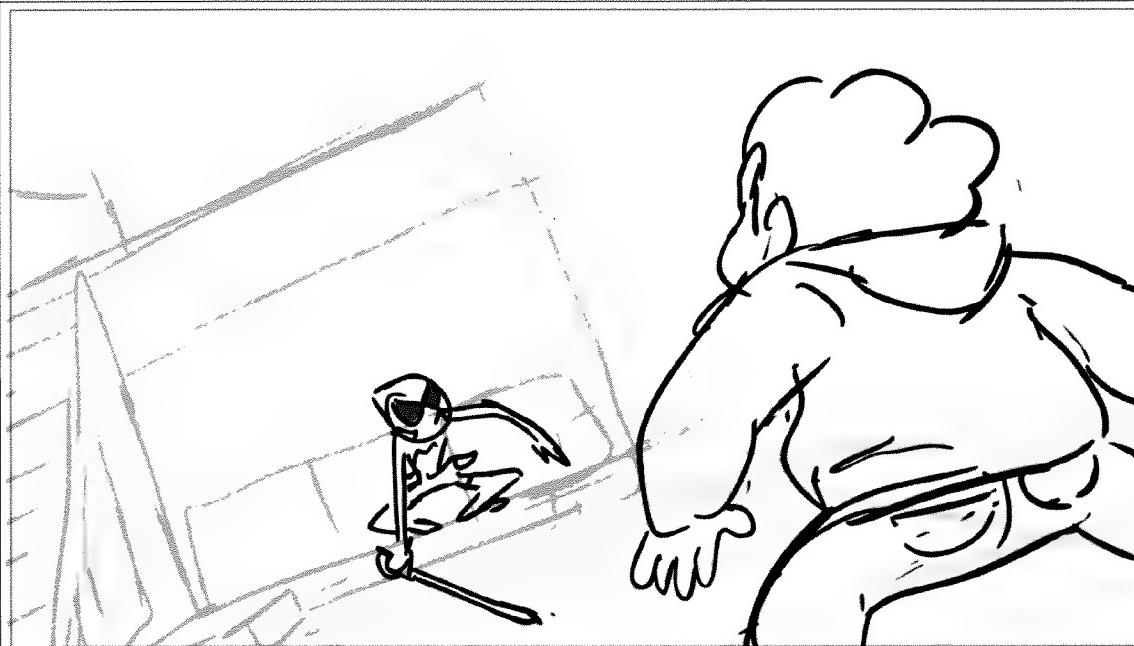
Then HOLD: 0.12

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1020.013

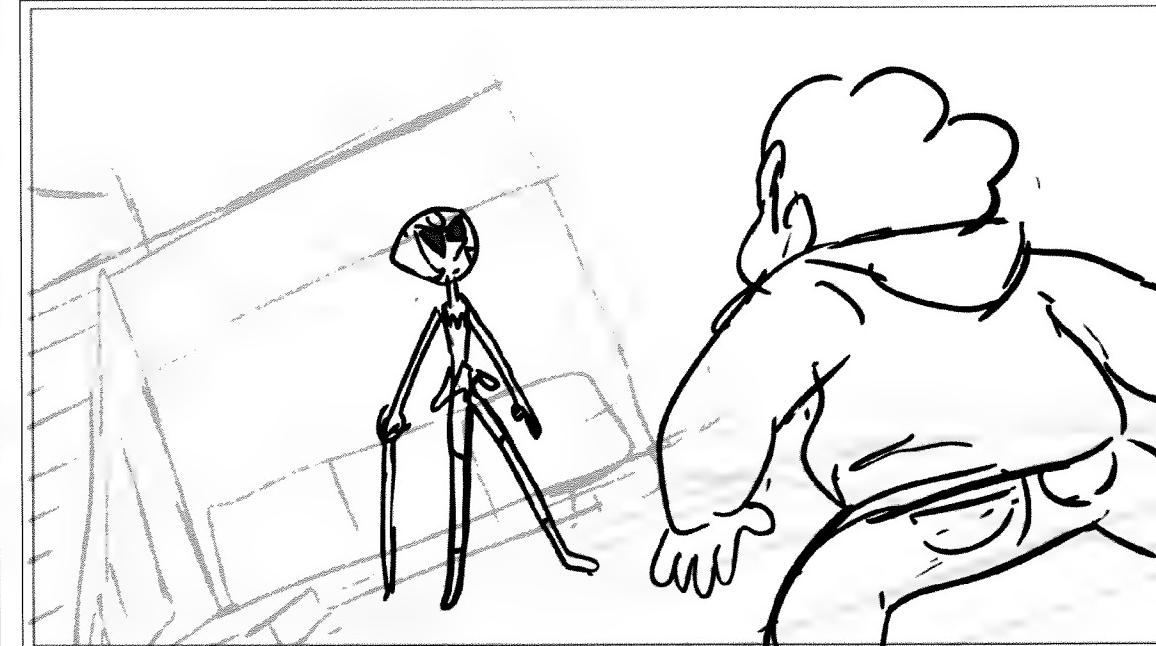


Scene 201 Panel 1



Slugging
0.08

Scene 201 Panel 2 cont



Action Notes
Holo-Pearl stands up and walks towards Steven.

Slugging
0.10

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1020.013

1020.013

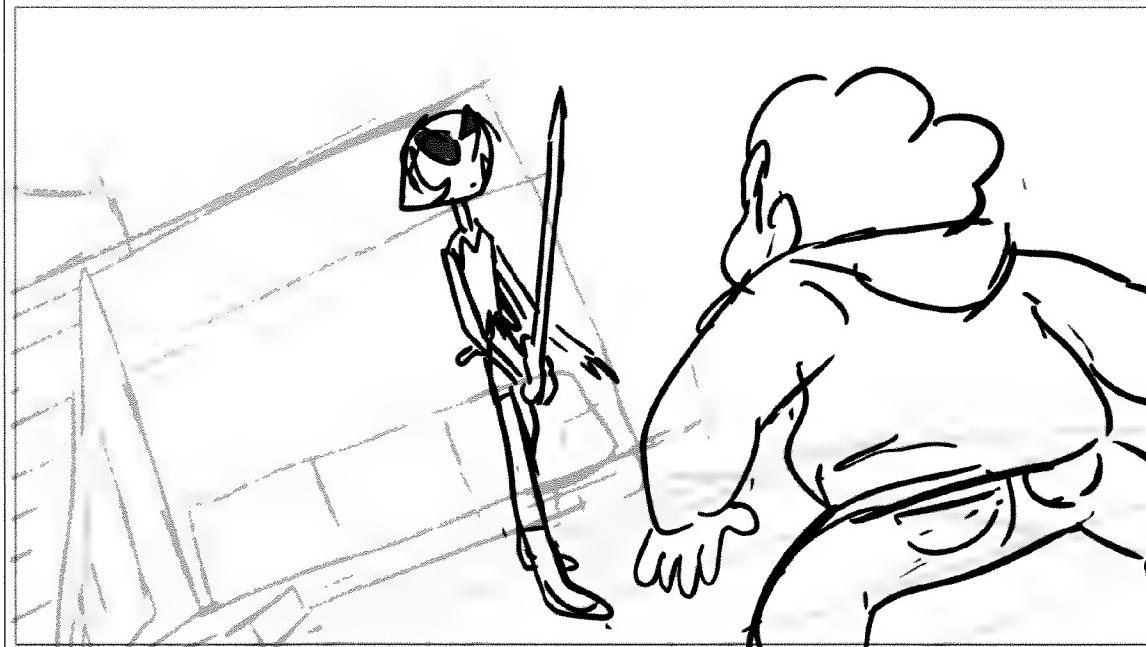
1020.013



Scene

Panel
201 *cont*

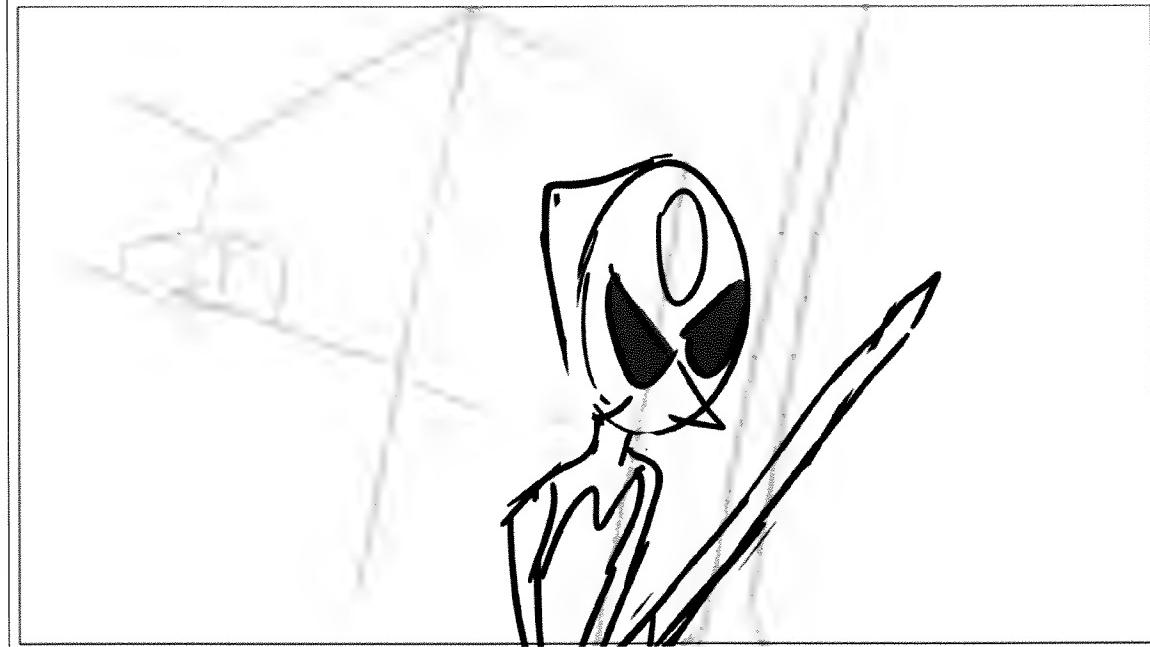
3



Scene

Panel
202

1



Action Notes

Holo-Pearl raises sword.

Holo-Pearl puts her right foot forward towards Steven.

Slugging

0.10

Slugging

0.07

AUG 06 2013

1020.013

1020.013

1020.013



Steven The Sword Fighter

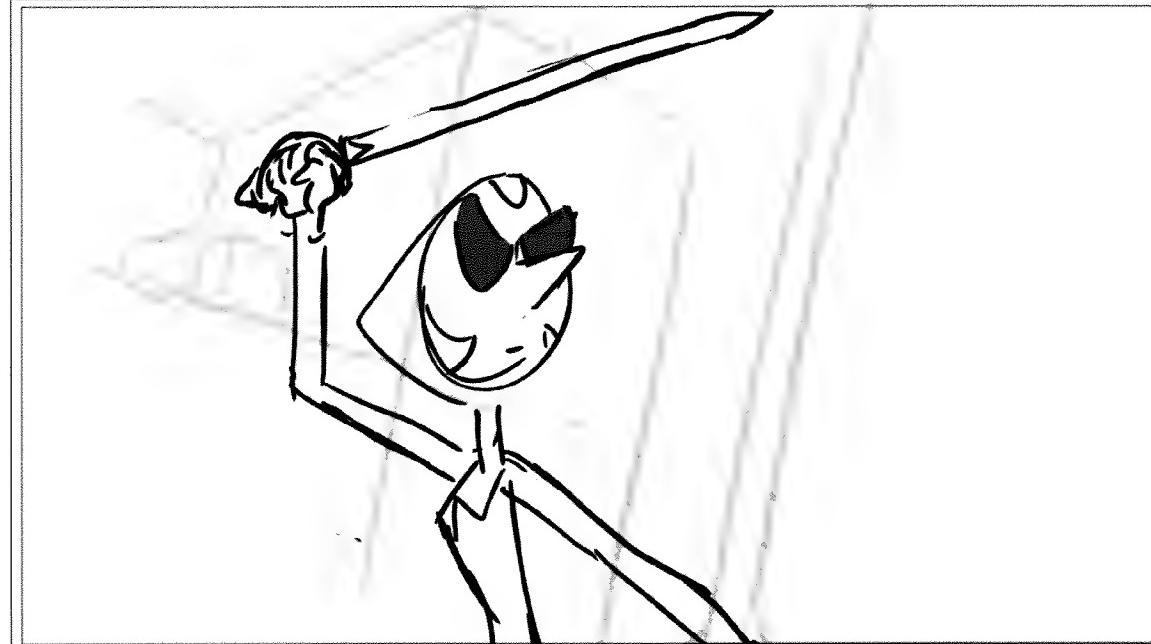
Page 376,

Scene

Panel

202 cont

2



Action Notes

Holo-Pearl rears back, holding sword above head.

Slugging

1.00

Scene

Panel

203

1



Action Notes

Steven grabs walrus.

Slugging

Panels 1 + 2 = 0.05

Notes

Need -SP-

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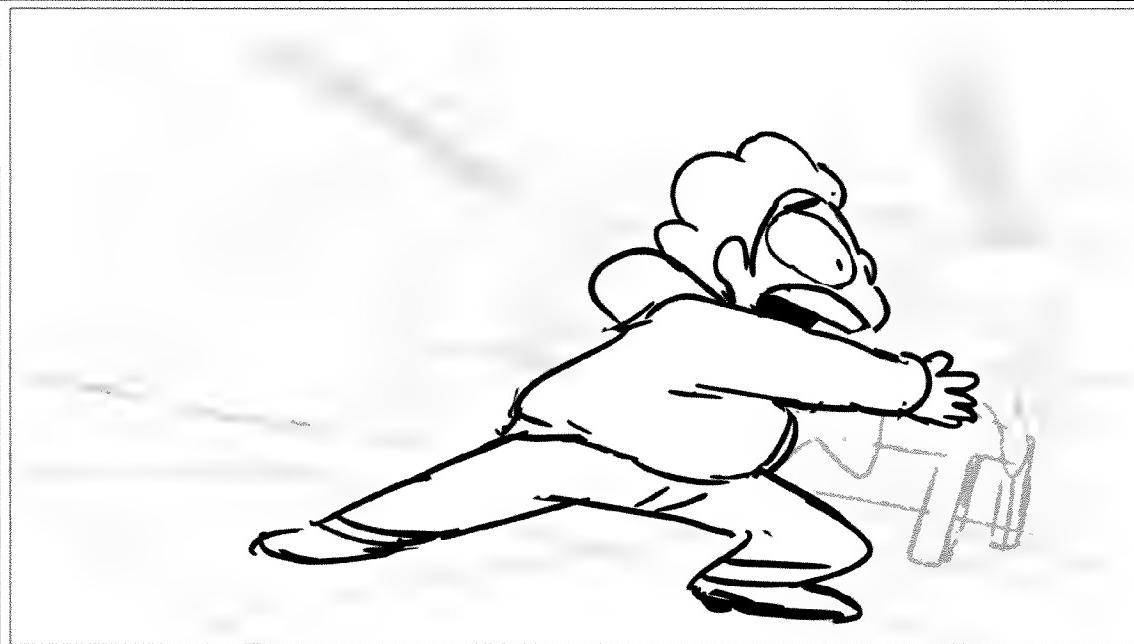
1020.013

1020.013

1020.013



Scene 203 Panel 203 ~~cont~~



Action Notes
Steven grabs walrus.

Notes
Need -SP-

Scene 203 Panel 203 ~~cont~~



Dialogue
STEVEN: Walrus Shield!!

Action Notes
Steven holds walrus up as shield.

Slugging
0.07

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1020.013

1020.013

1020.013

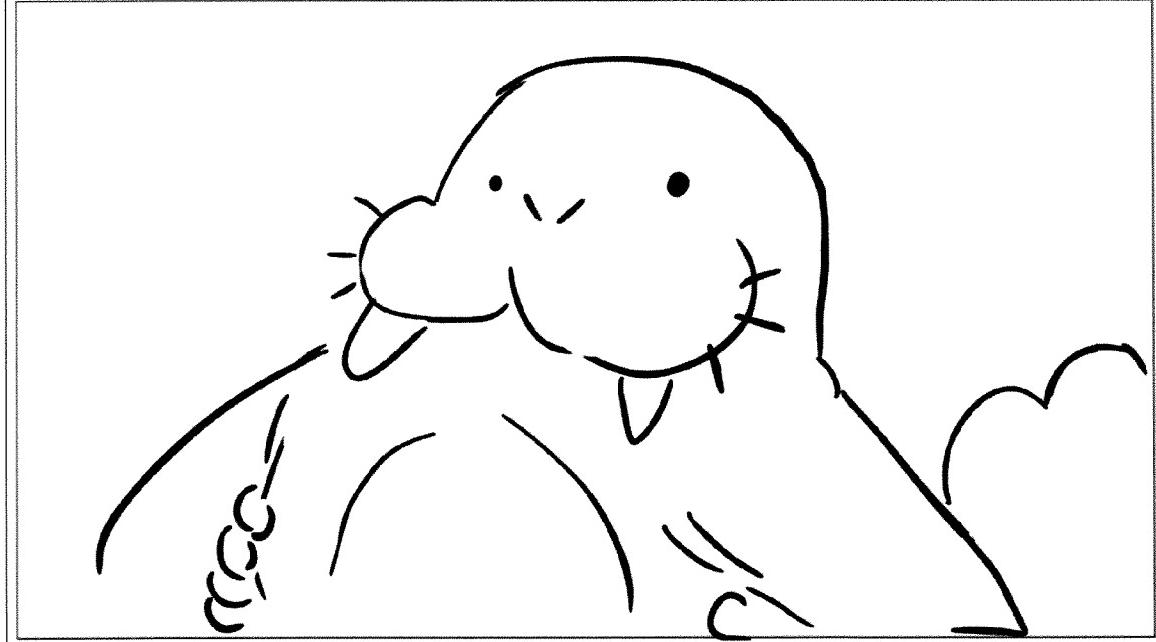


Scene

204

Panel

1



Dialogue

STEVEN: ...Shield!!

Slugging

0.10

Scene

204

Panel

cont

2



Action Notes

Super fast flash of jagged effects shape.

Slugging

0.04

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1020-013

1020.013

1020 : 013



Action Notes
Super fast flash of jagged effects shape.

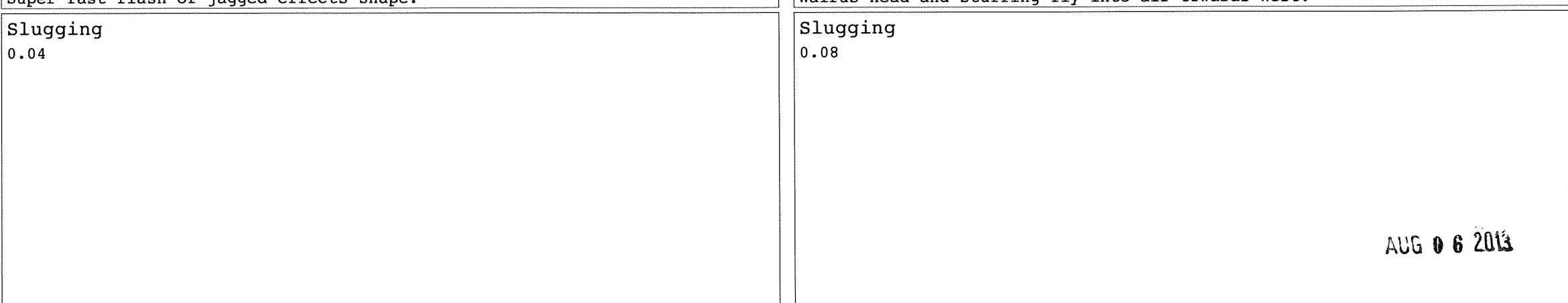
Slugging
0.04



Action Notes
Walrus head and stuffing fly into air towards West.

Slugging
0.08

AUG 06 2013



1020.013

1020.013

1020.013

**Action Notes**

Walrus head and stuffing bits hang in air for a moment.

Slugging

0.10

Dialogue

STEVEN: AHH!!

Action Notes

Steven gives short yell.

Slugging

0.15

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1020.013

1020.0701

1020.013



Action Notes
Steven looks at ground towards SE.

Slugging
0.08



Dialogue
STEVEN: *frantic* Snacks..

Action Notes
Camera shows Steven's point of view.

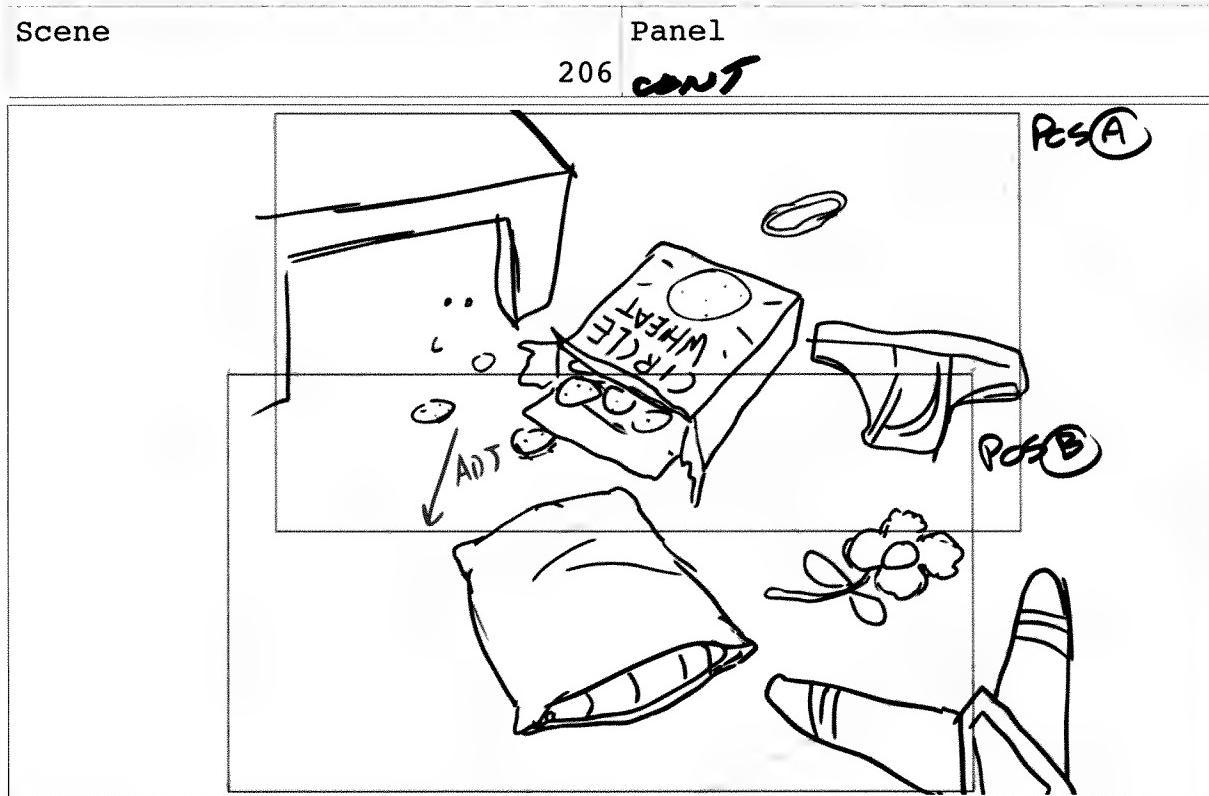
Slugging
1.00

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1020.013

1020.013

1020.013



Dialogue

STEVEN: *frantic* Pillow...

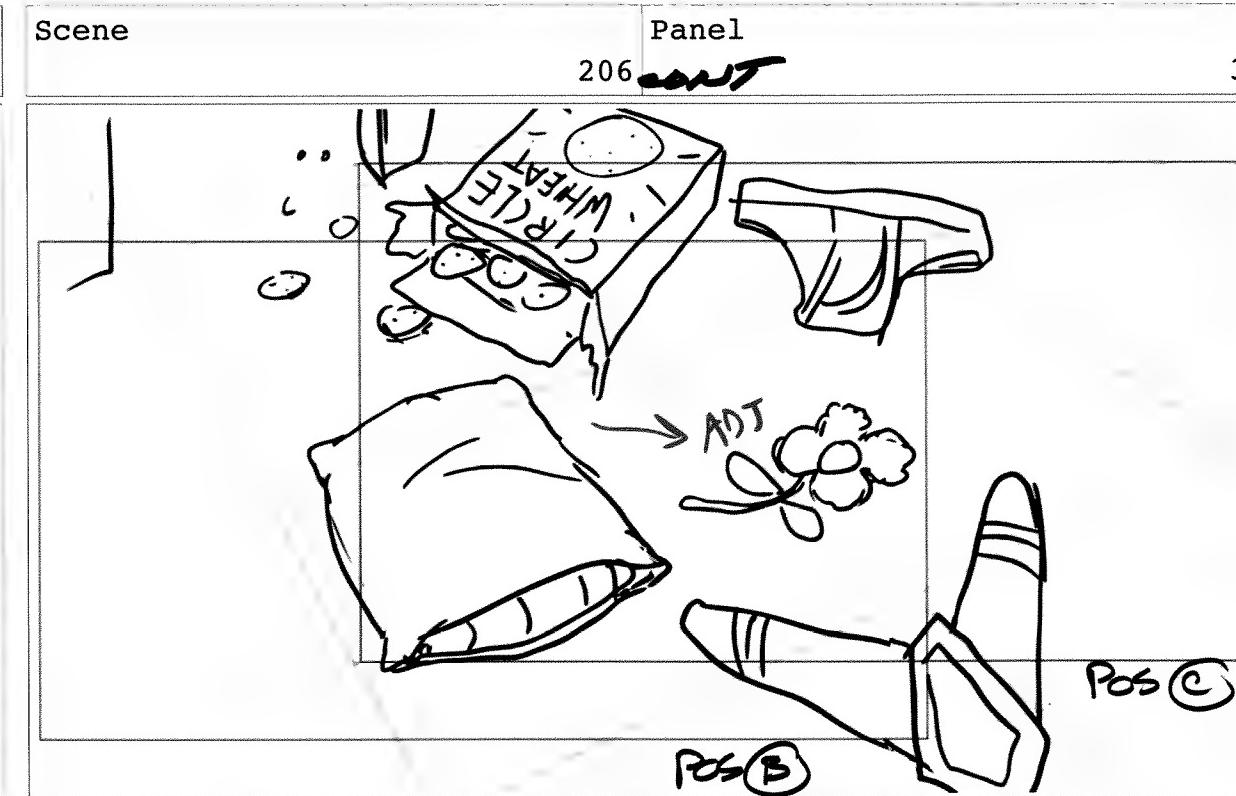
Action Notes

Camera ADJ shows Steven's point of view.

Slugging

ADJ: 0.04

Then HOLD: 0.11



Dialogue

STEVEN: *frantic* Fuzy flower...

Action Notes

Camera ADJ shows Steven's point of view

Slugging

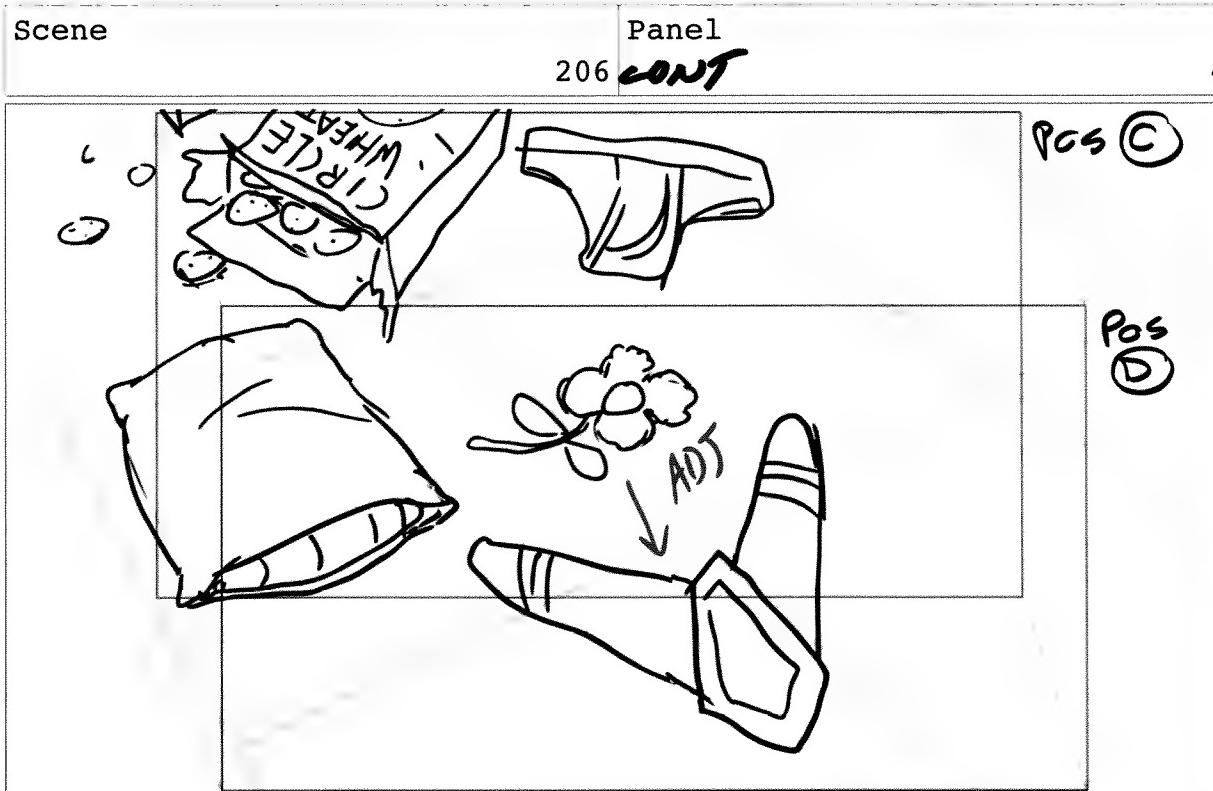
ADJ: 0.04

Then HOLD: 1.03

1020.013

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1020.013

**Dialogue**

STEVEN: *frantic* boomerang...

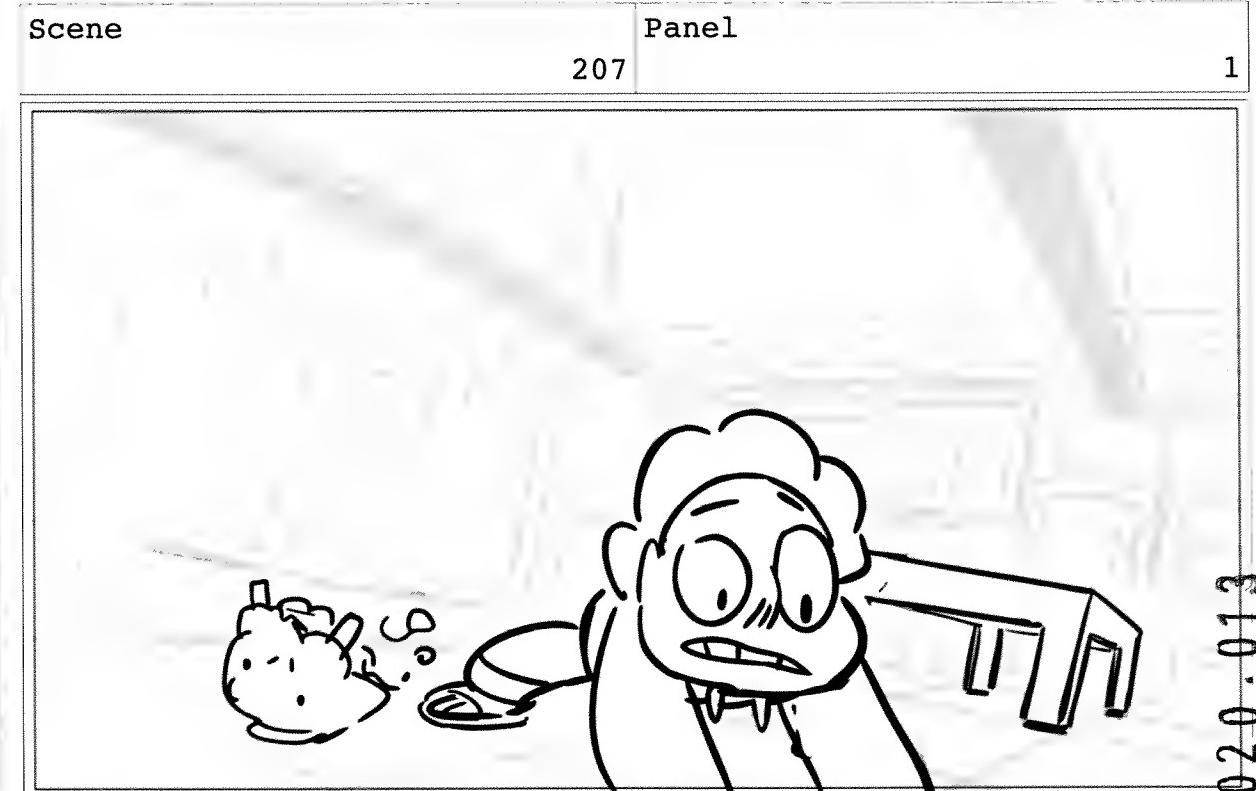
Action Notes

Camera ADJ shows Steven's point of view

Slugging

ADJ: 0.05

Then HOLD: 1.11

**Action Notes**

Steven reaches off screen South.

Slugging

0.06

AUG 06 2013

1020.013



Scene 207 Panel 2
207 cont



Scene 207 Panel 3
207 cont



1020 . 013

Dialogue

STEVEN: Boomerang...

Action Notes

Cheesy star background appears behind Steven.

Slugging

0.14

Dialogue

STEVEN: ..BOOMERANG!

Action Notes

Steven throws boomerang.

Slugging

0.14

AUG 06 2013

1020 . 013

1020 . 012



Scene 208 Panel 1



Action Notes

Boomerang flies IN past HP.

Slugging

0.04

Scene 208 Panel 2 cont



Action Notes

Holo-Pearl's head follows boomerang as it flies around.

Slugging

0.05

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1020.013

1020.013

Scene

Panel

208

cont

3

Scene

Panel

208

cont

4

Pos A Pos B



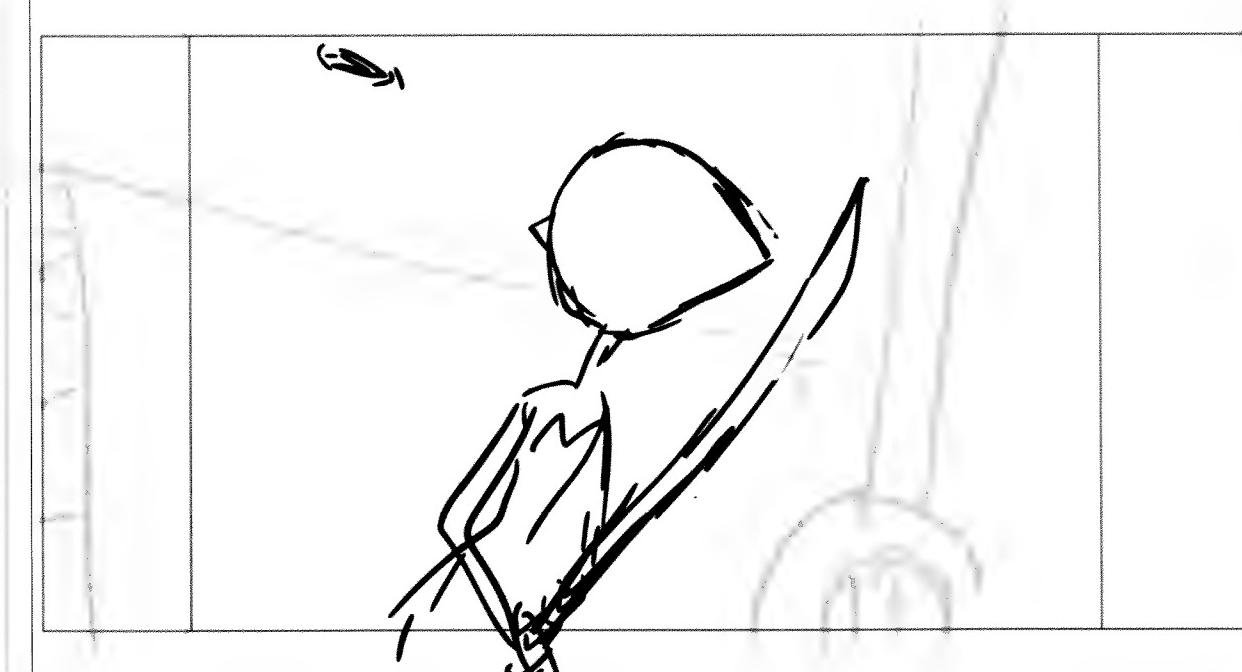
Action Notes

Camera slowly ADJ East to follow action.

Slugging

ADJ: 0.05

Total ADJ frames panels 3 to 8 = 2.00



Action Notes

HP head turns all the way around.

Slugging

ADJ: 0.06

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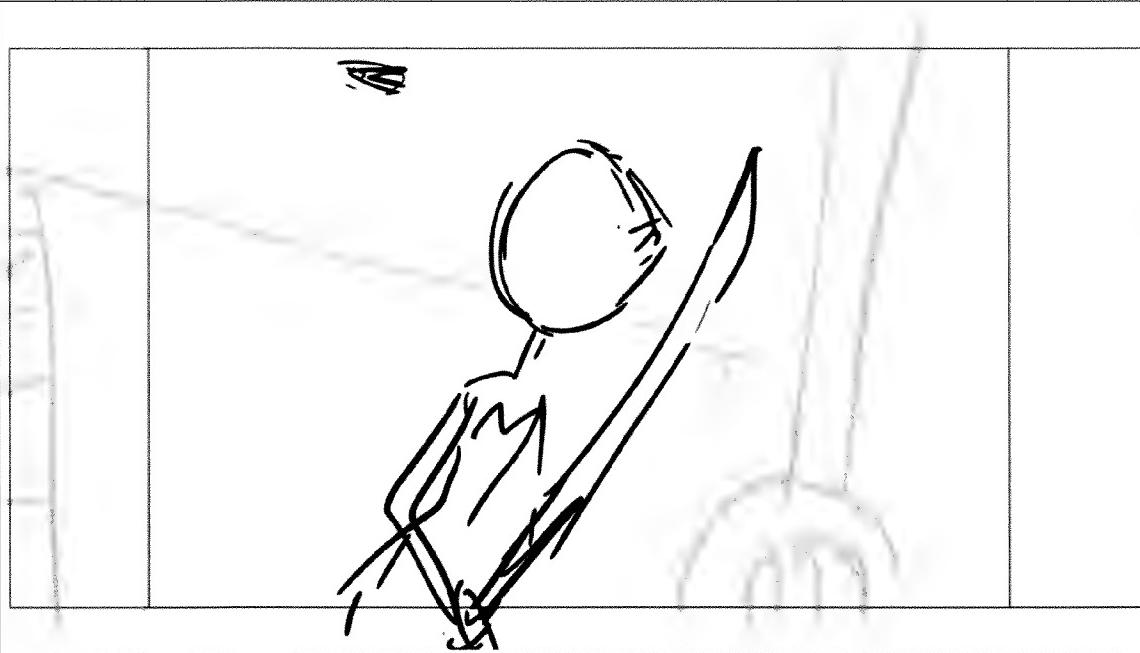
1020.013

1020.013

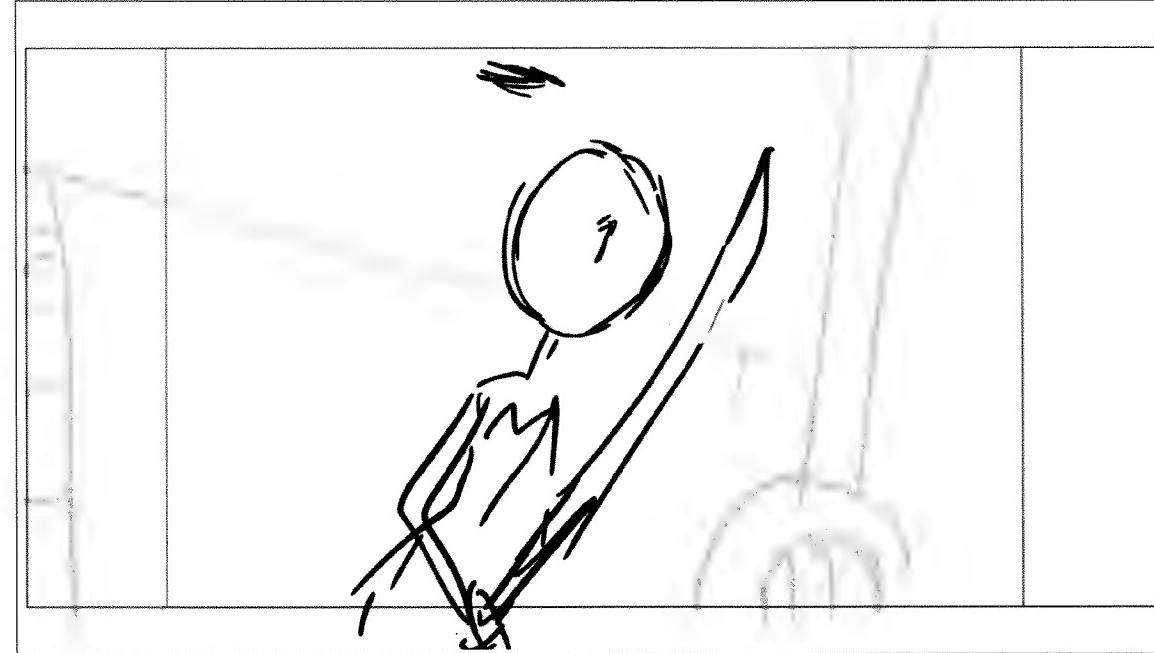
1020.013



Scene 208 Panel
208 *cont* 5



Scene 208 Panel
208 *cont* 6



1020.013

Slugging
ADJ: 0.06

Slugging
ADJ: 0.05

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1020.013

1020.013



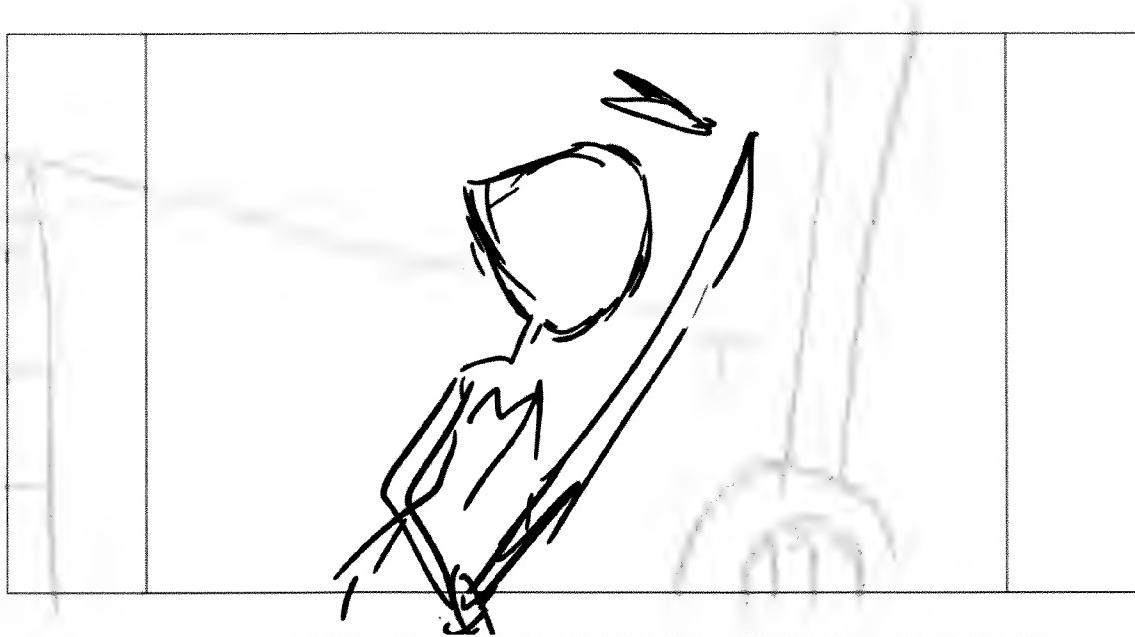
Steven The Sword Fighter

Page 388,

Scene

Panel
208 *cont*

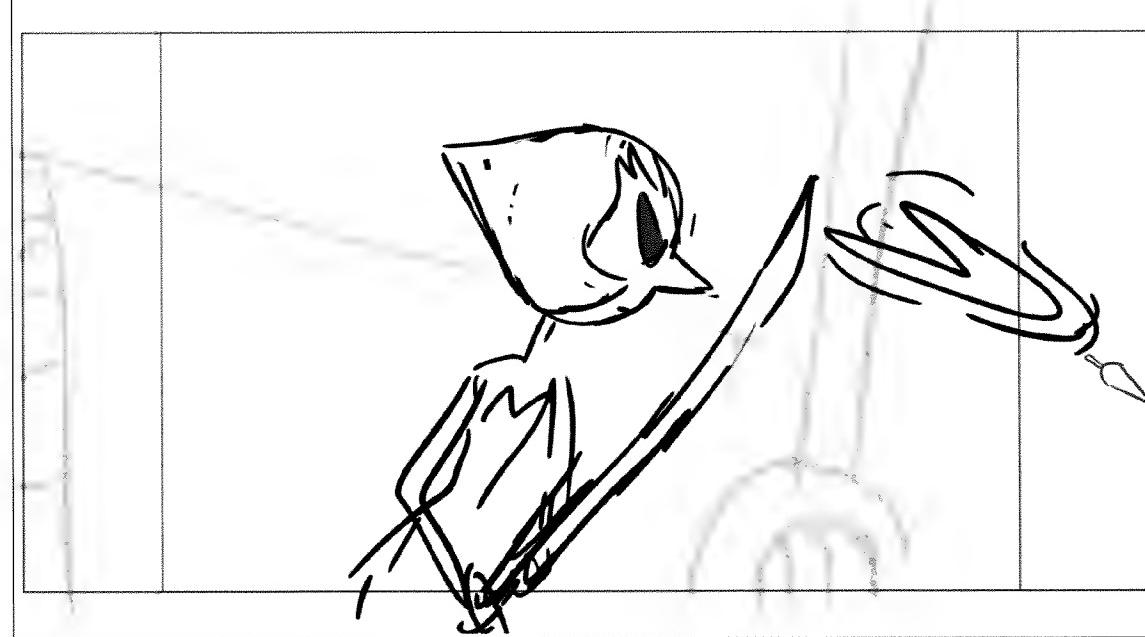
7



Scene

Panel
208 *cont*

8

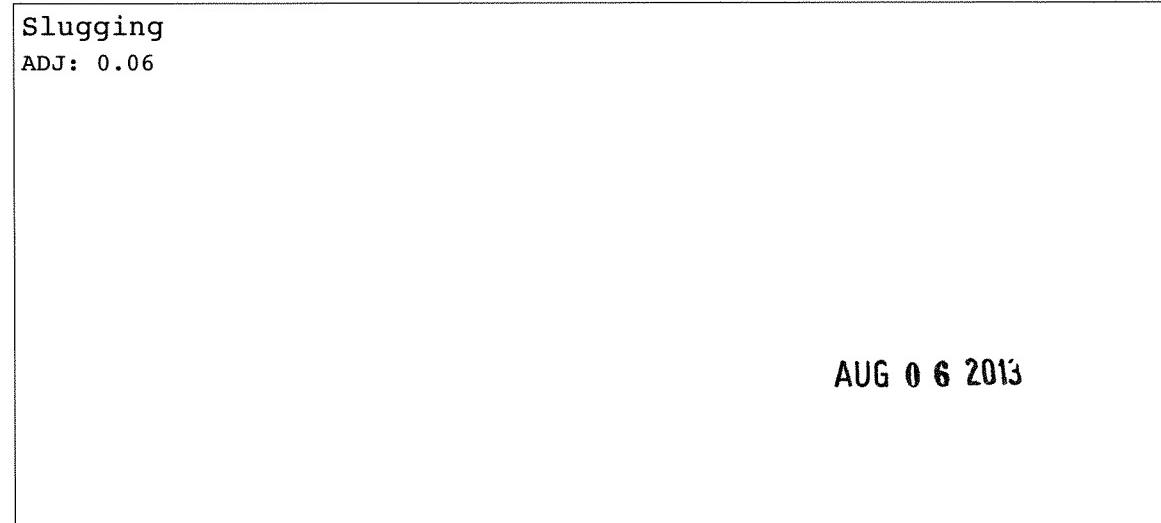


1020 . 013

Slugging
ADJ: 0.04



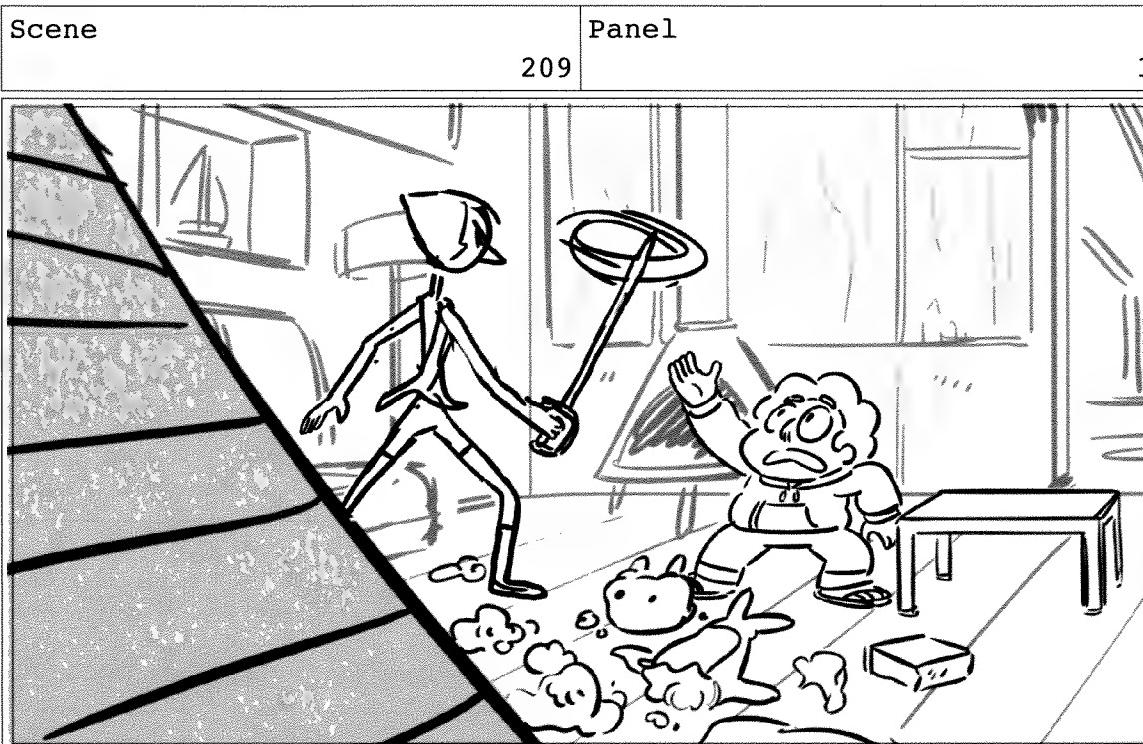
Slugging
ADJ: 0.06



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1020 . 013

1020 . 013



Action Notes
Holo-Pearl's head is still following boomerang.

Slugging
0.04



Action Notes
Steven catches boomerang.

Hold for a beat
Slugging
0.14

AUG 06 2013

1020.013

1020.013

1020.013



Scene

Panel

209 *cont*

3



Action Notes

Holo-Pearl antics down.

Slugging

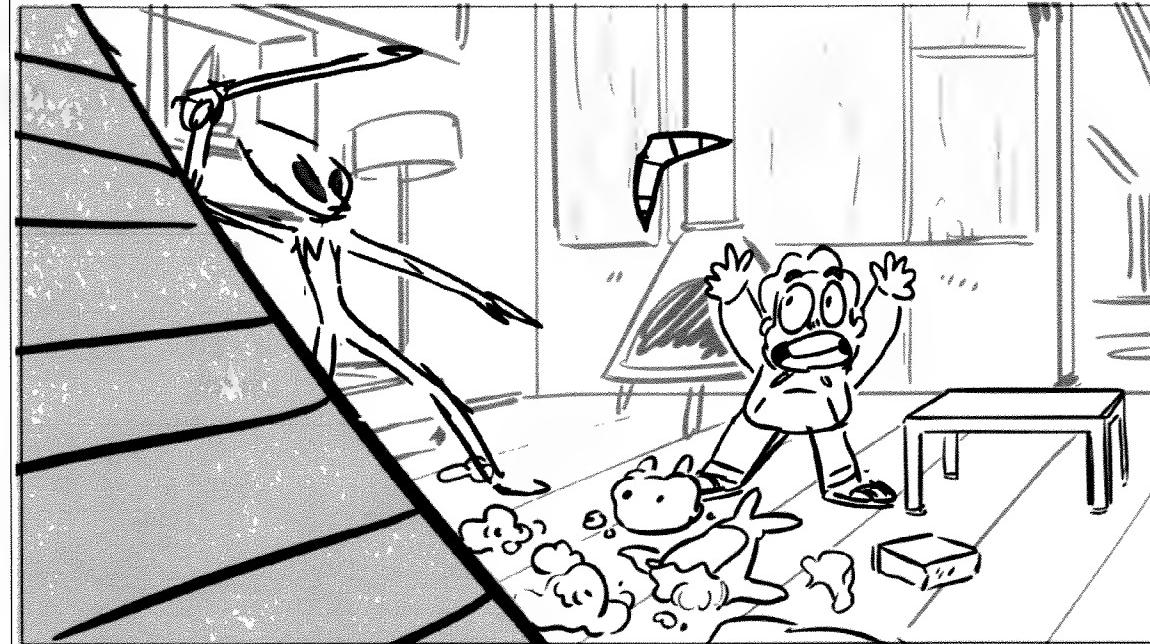
0.09

Scene

Panel

209 *cont*

4



Dialogue

STEVEN: AHHH!!

Action Notes

Holo-Pearl prepares to attack Steven.

Steven raises arms in terror, throwing boomerang upward.

Slugging

0.04

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1020 . 013

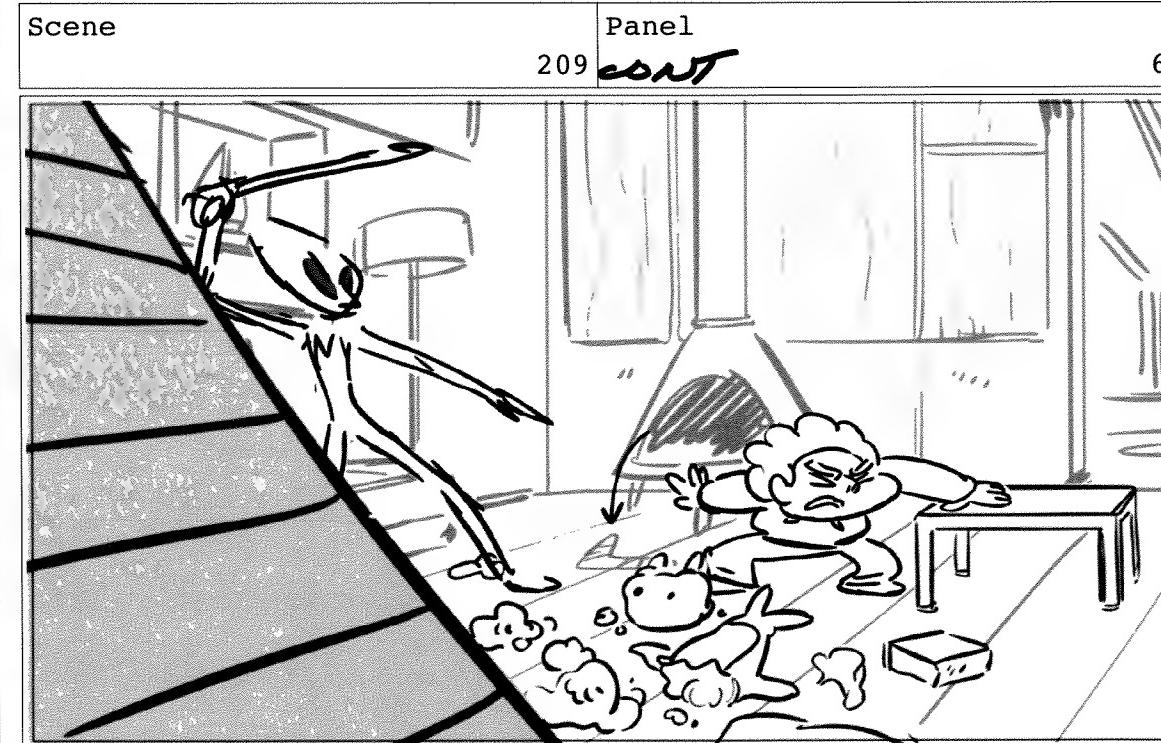
1020 . 013

1020 . 013



Action Notes
Boomerang hangs in air before falling.

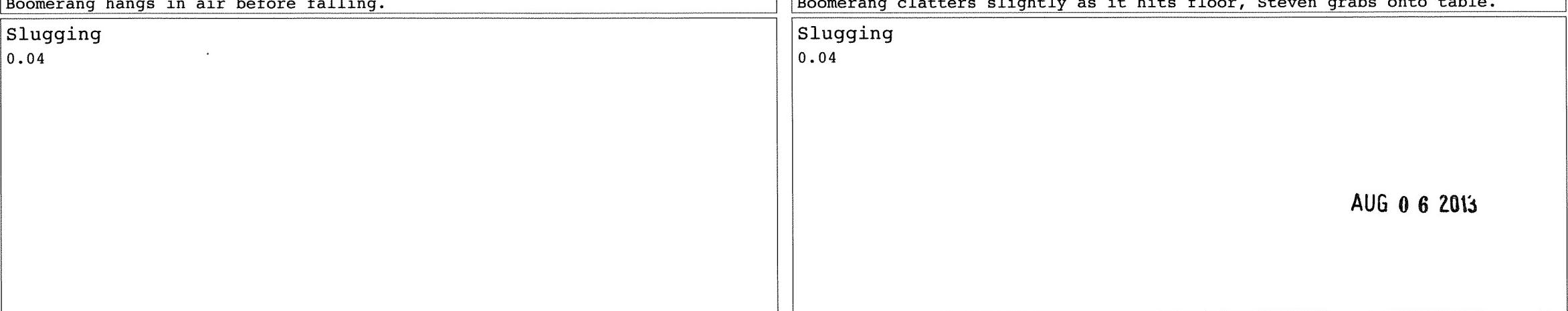
Slugging
0.04



Action Notes
Boomerang clatters slightly as it hits floor, Steven grabs onto table.

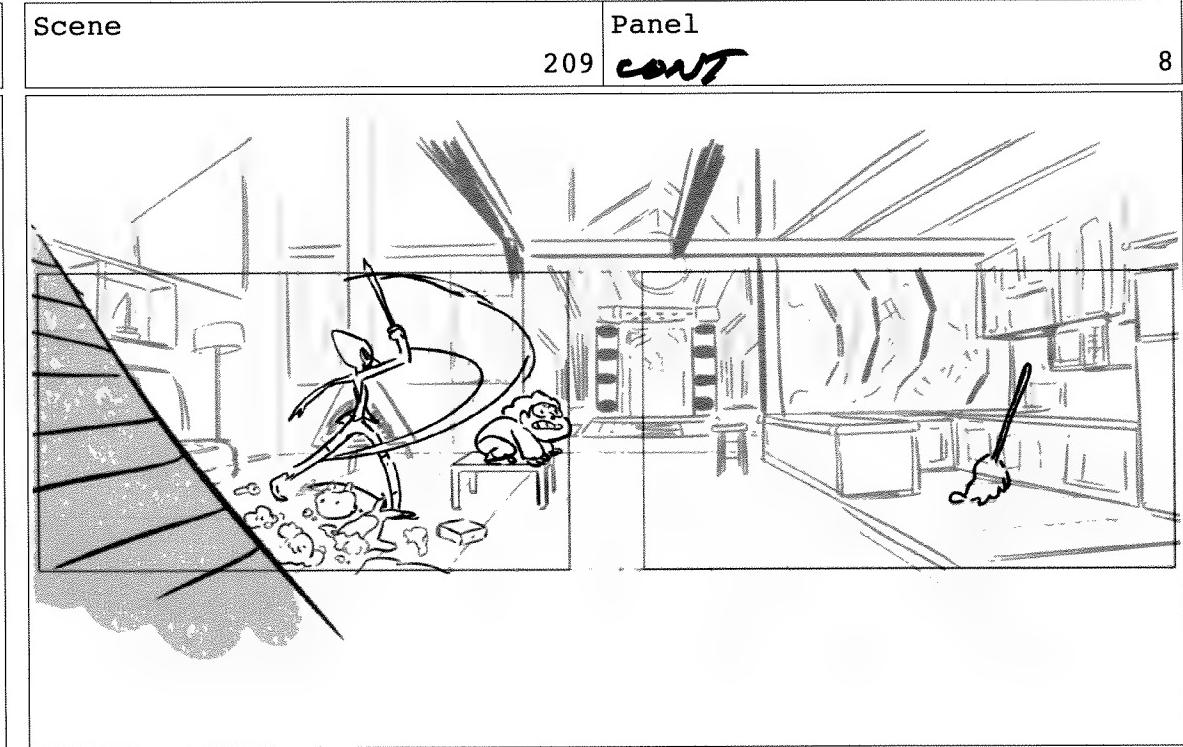
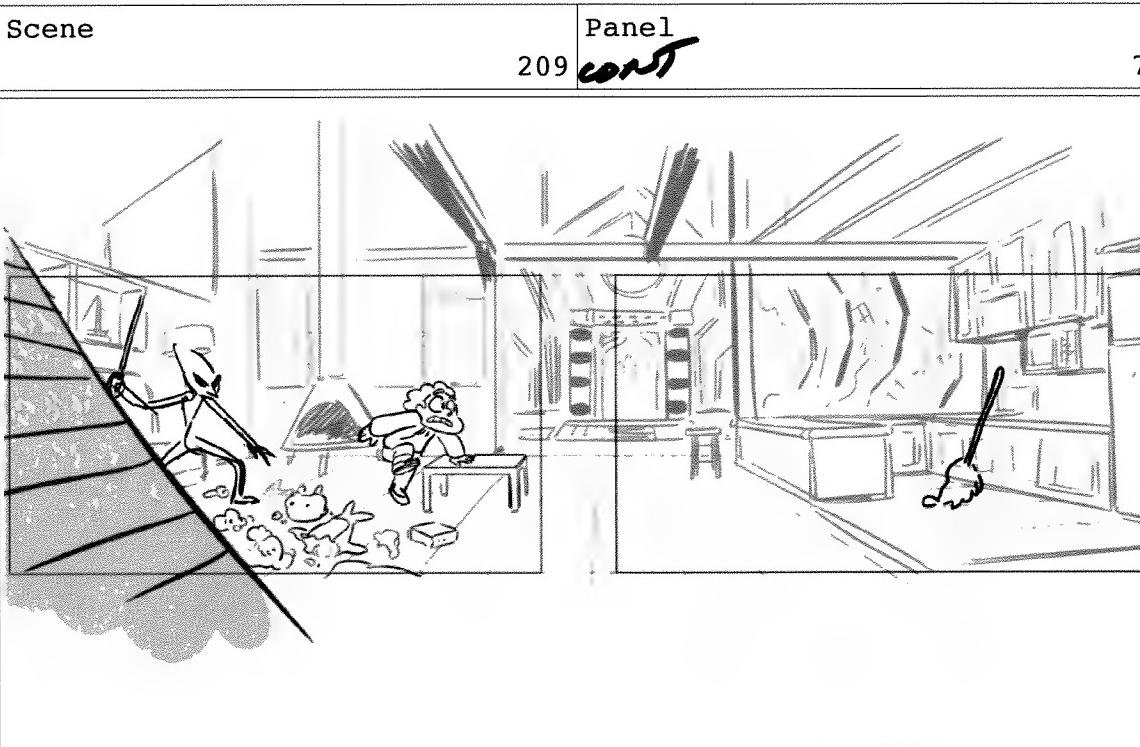
Slugging
0.04

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1020.013

1020.013



1020.013

Action Notes

Camera ADJ East - to follow Steven.

Slugging

ADJ: 0.04

Total ADJ frames panels 7 to 15 = 3.06

Action Notes

Holo-Pearl steps forward with right foot.

Steven jumps up onto table just as Holo-Pearl swings sword at him.

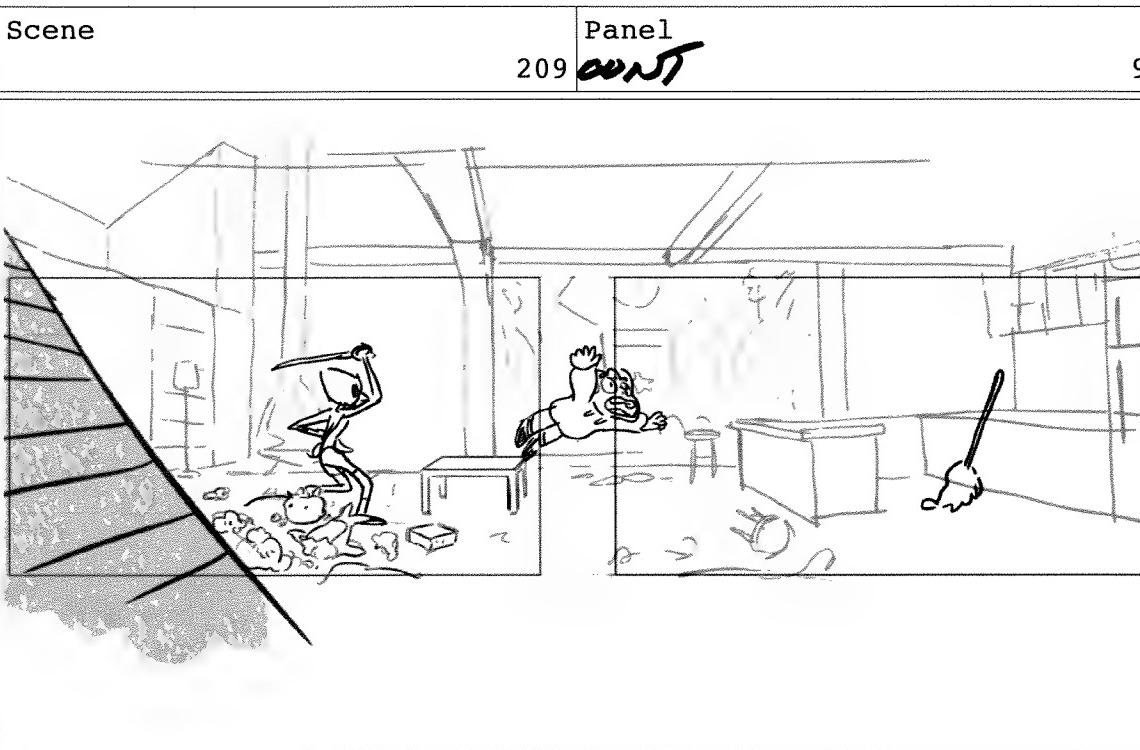
Slugging

ADJ: 0.06

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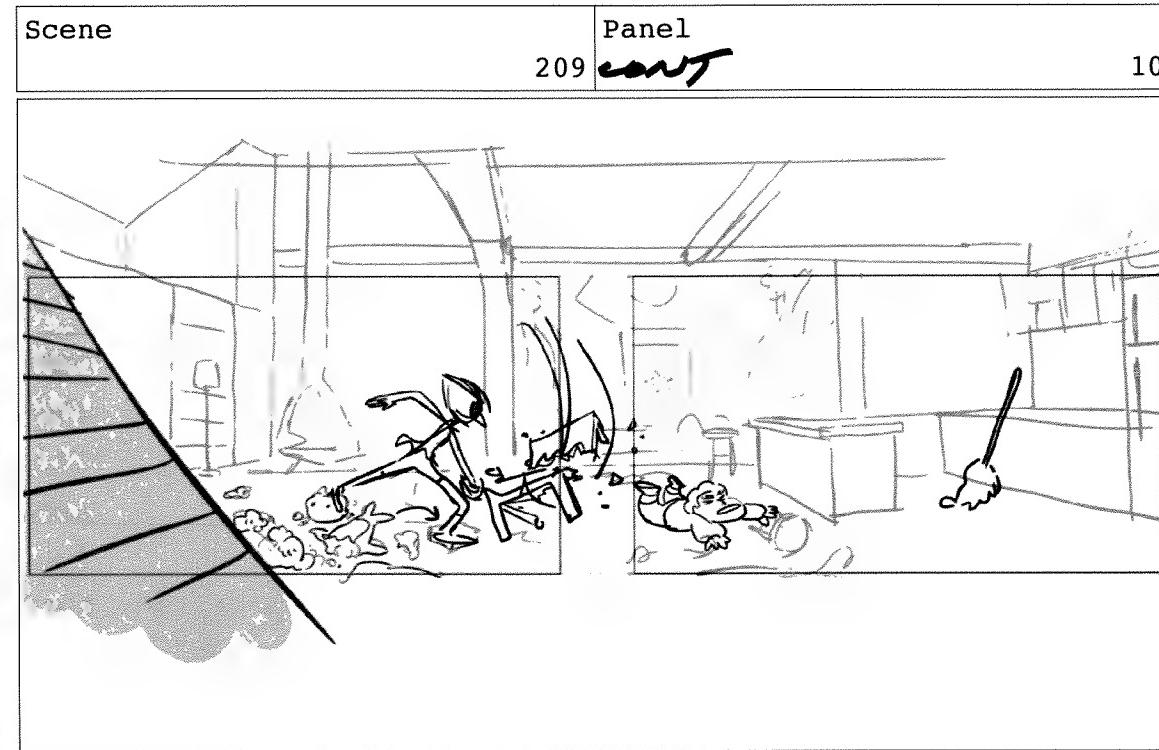
1020.013



Dialogue
STEVEN: Woahh!!!

Action Notes
Holo-Pearl steps forward with left foot and plants it behind right foot.
(position in drawing)
Steven leaps off of table.

Slugging
ADJ: 0.04



Dialogue
STEVEN: Ooff

Action Notes
Holo-Pearl pushes off left foot and steps forward with right to swing sword at table which slices it in half.
Steven lands on his belly.

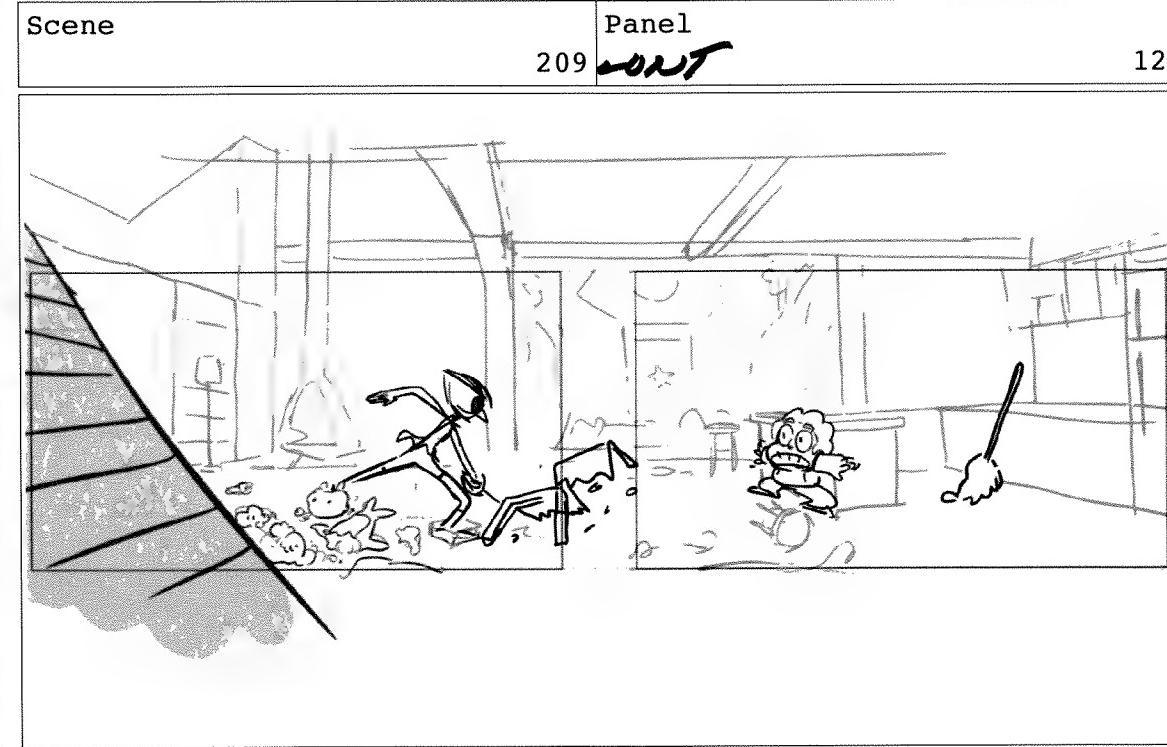
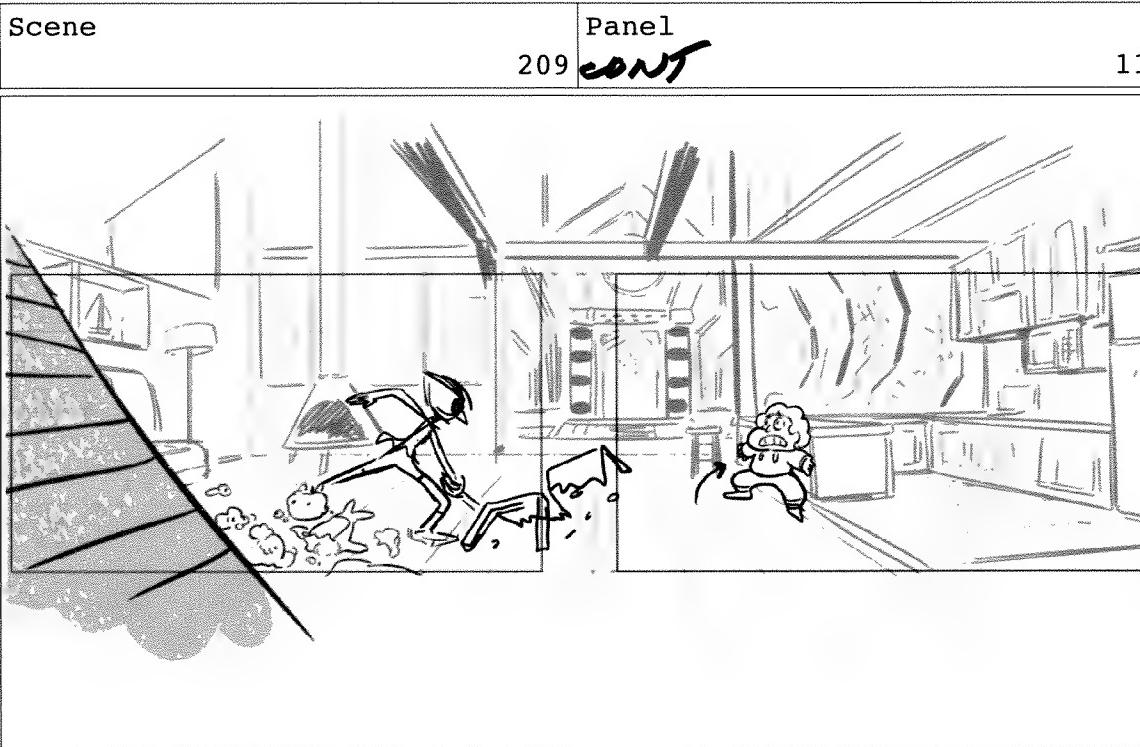
Slugging
ADJ: 0.08

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1020.013

1020.013

1020.013

**Dialogue**

STEVEN: *gasp*

Action Notes

Steven quickly gets to his feet and braces himself against counter.

Slugging

ADJ: 0.08

Action Notes

Steven's eyes bug out in reaction to Holo-Pearl offscreen.

Slugging

ADJ: 0.06

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1020 . 013

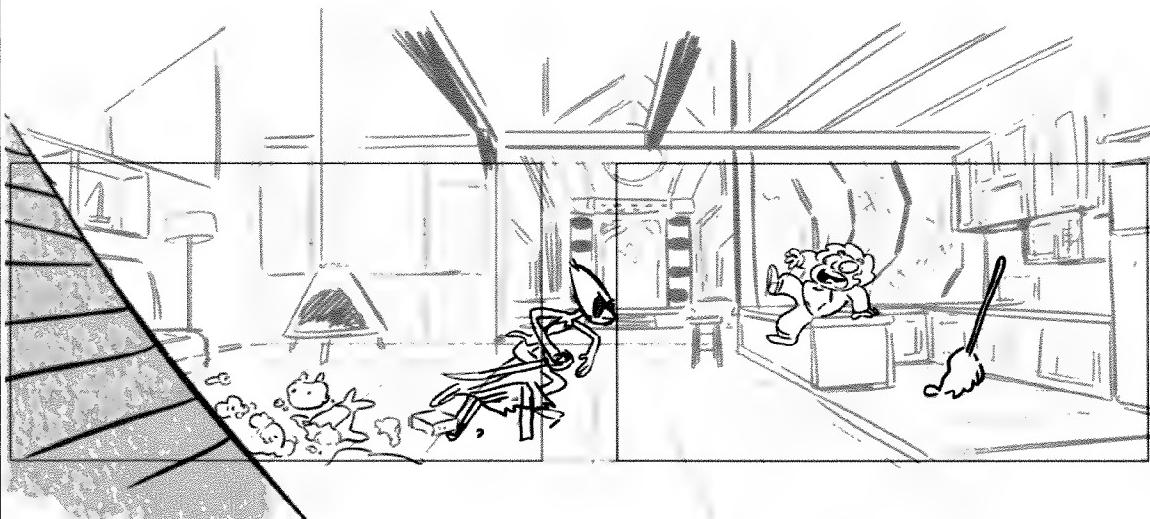


Scene

Panel

209 *cont*

13

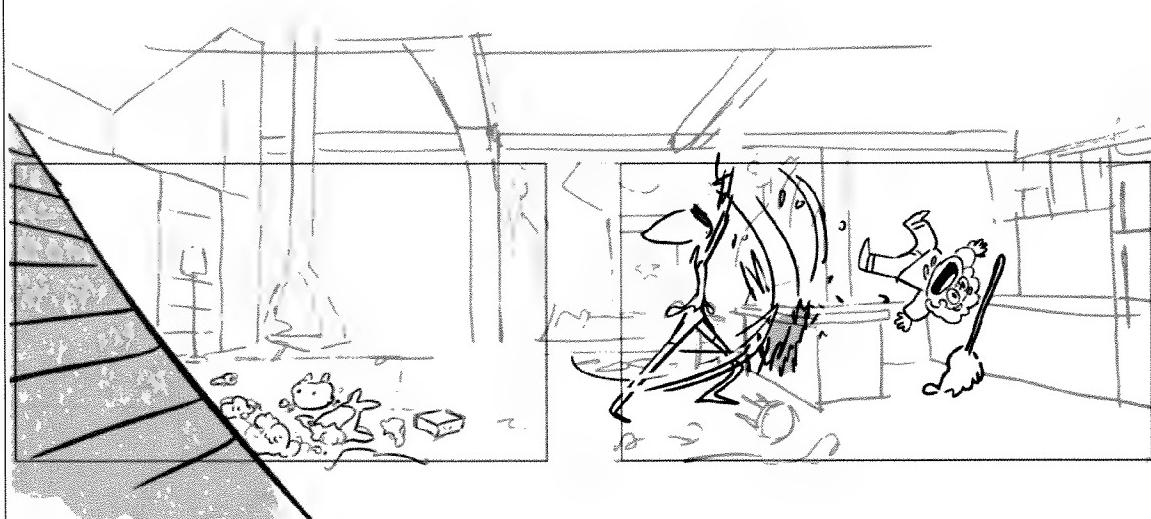


Scene

Panel

209 *cont*

14



Action Notes

Steven scrambles up onto counter as Holo-Pearl enters frame.

Slugging

ADJ: 0.04

Action Notes

Holo-Pearl slices at counter, knocking Steven off of it.
Bits of counter fly into the air.

Slugging

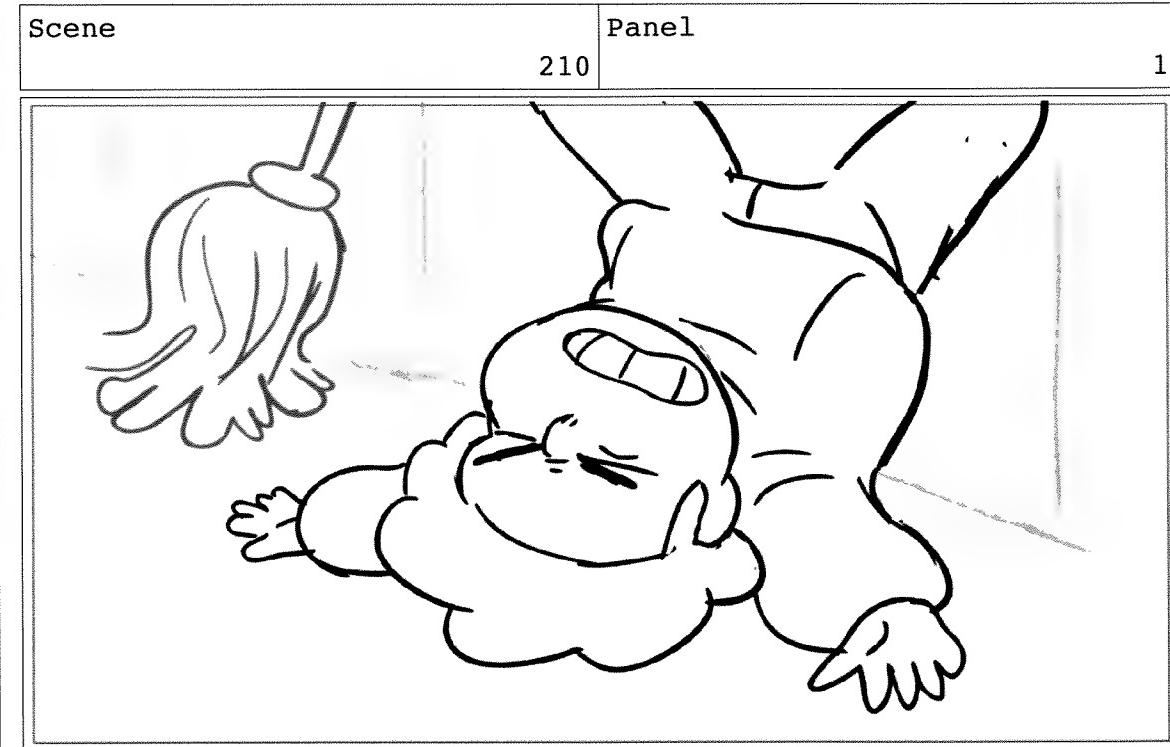
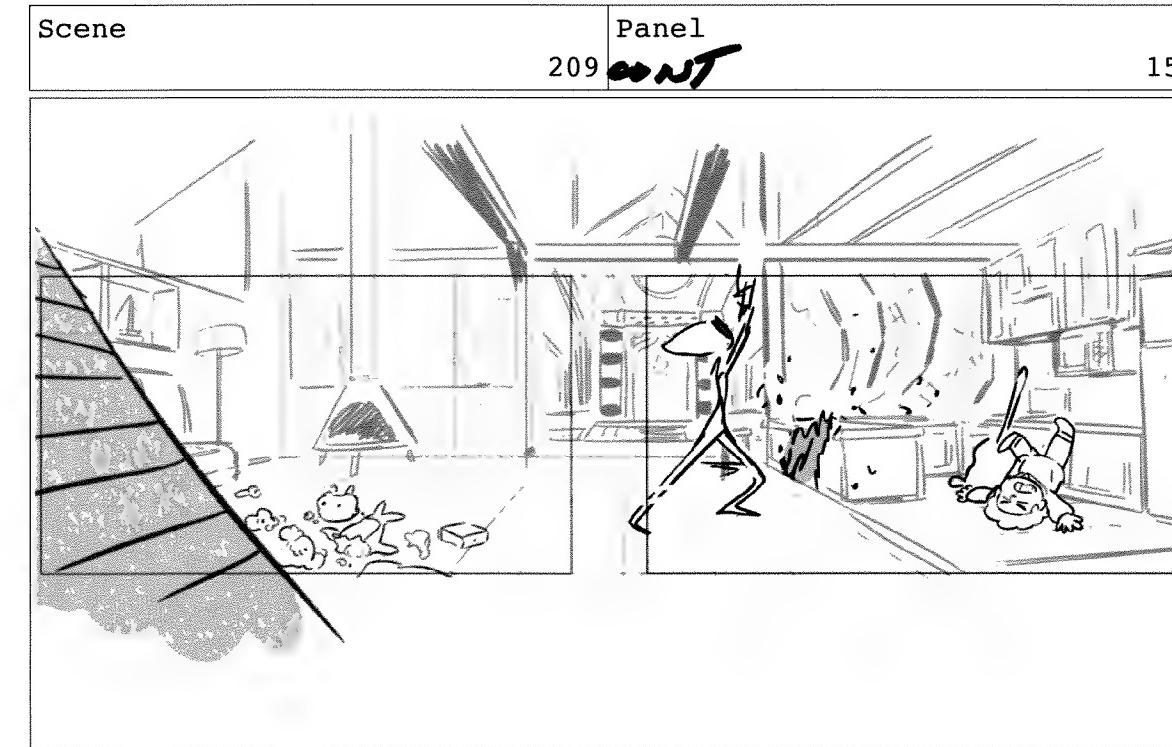
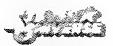
ADJ: 0.06

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1020.013

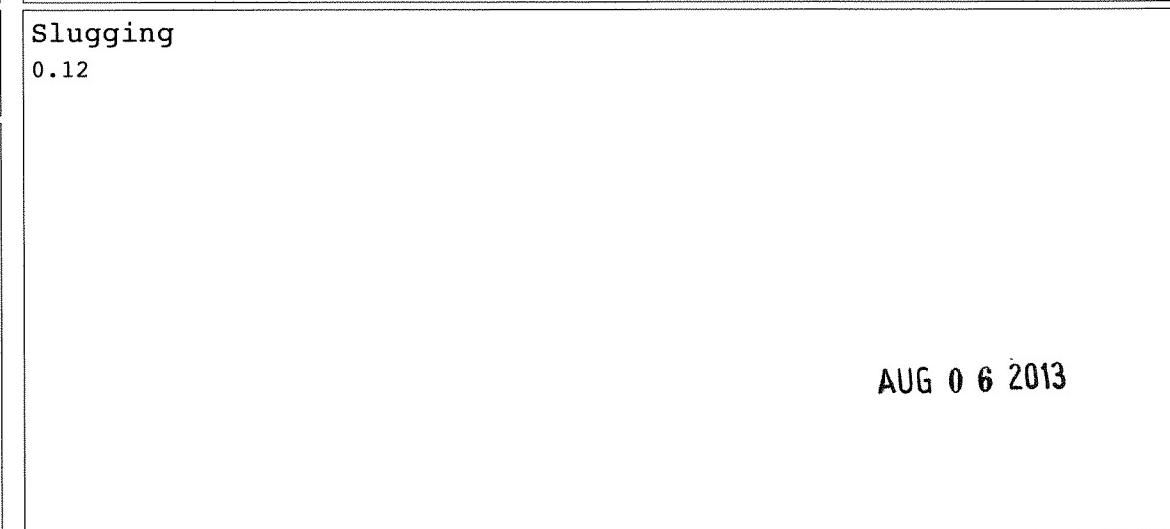
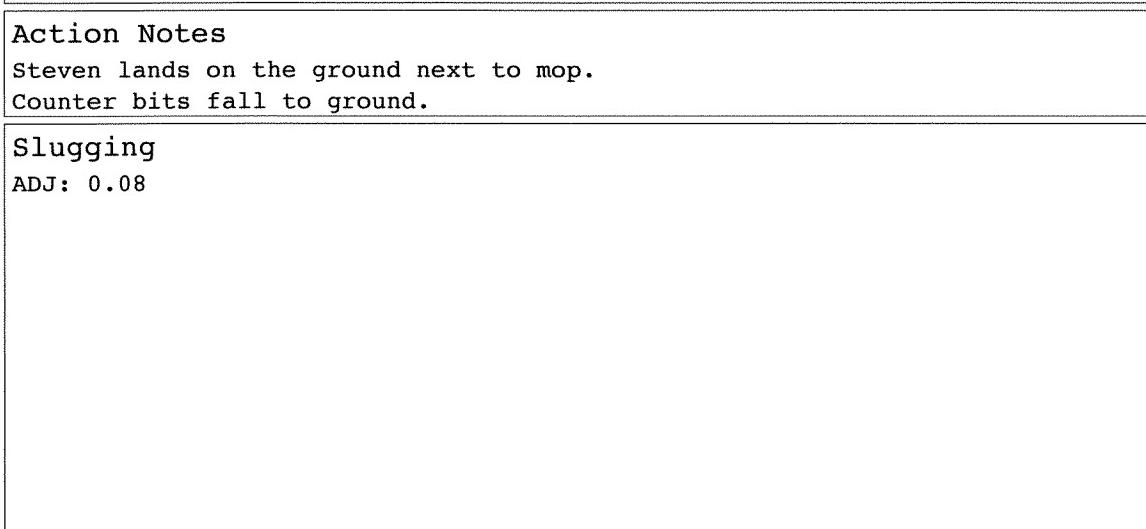


Action Notes
Steven lands on the ground next to mop.
Counter bits fall to ground.

Slugging
ADJ: 0.08

Slugging
0.12

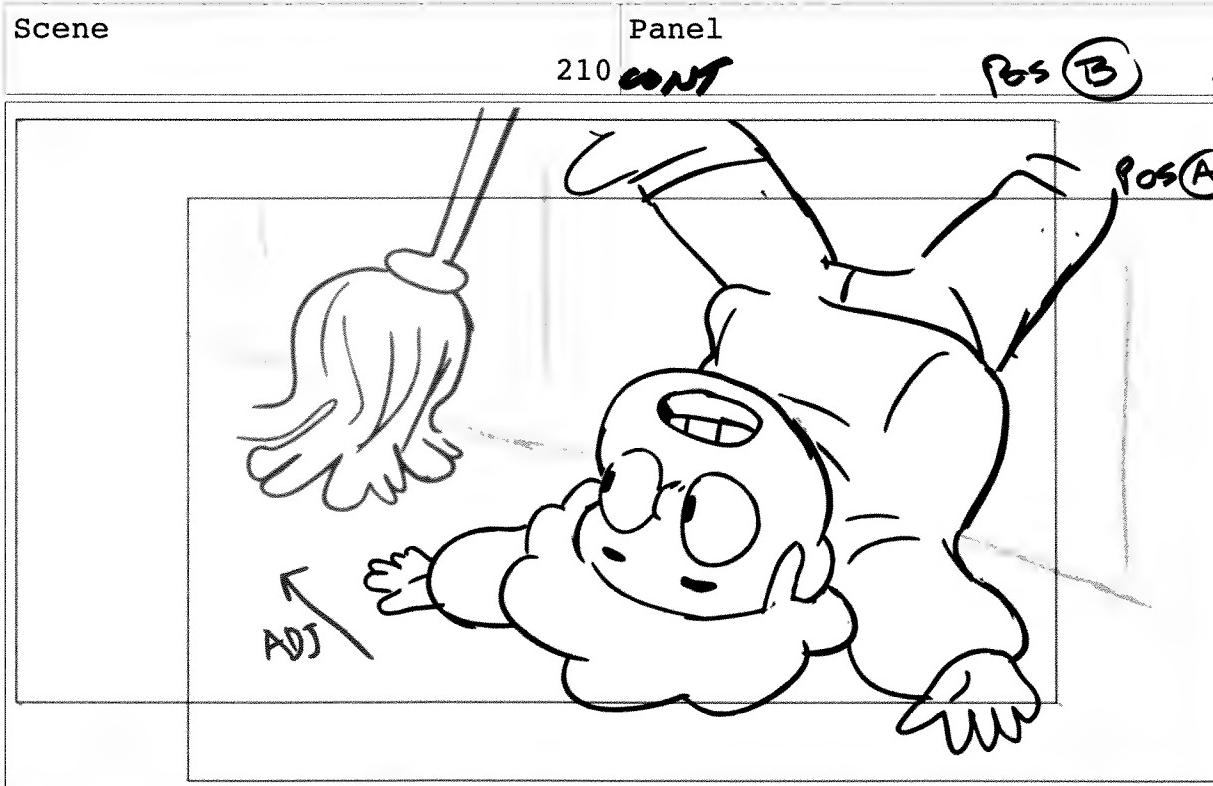
AUG 06 2013



1020-013

1020-013

1020-013

**Action Notes**

Steven looks over at mop.
camera ADJ NW.

Slugging

HOLD: 0.06
Then ADJ: 0.05

**Action Notes**

Steven reaches for the mop.

Slugging

0.13

AUG 06 2013

1020.013

1020.013



Steven The Sword Fighter

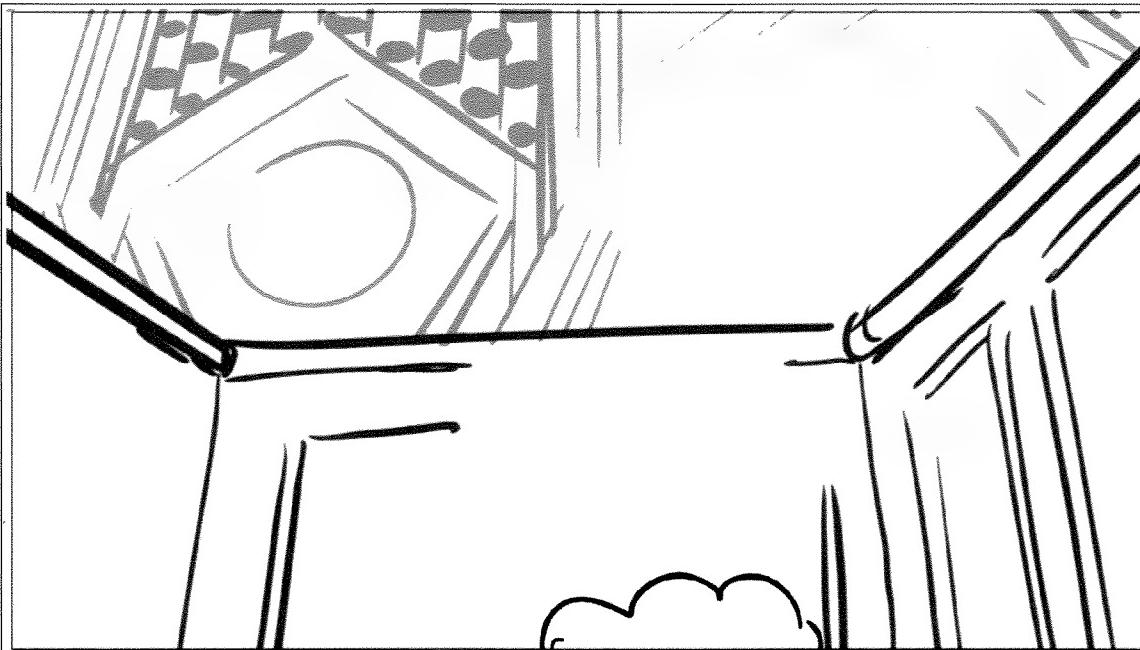
Page 398.

Scene

Panel

211

1



1020 . 013

Slugging

0.08

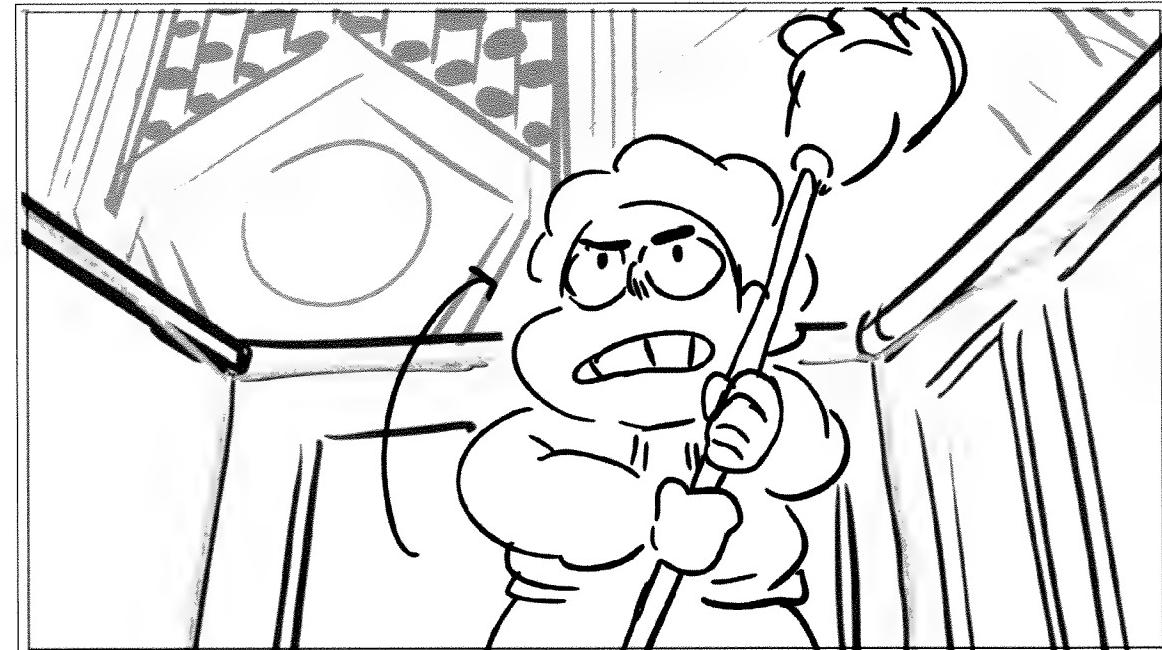
Scene

Panel

211

cont

2



1020 . 013

Action Notes

Steven pops up, mop head flops after him.

Slugging

0.10

AUG 06 2013

1020 . 013

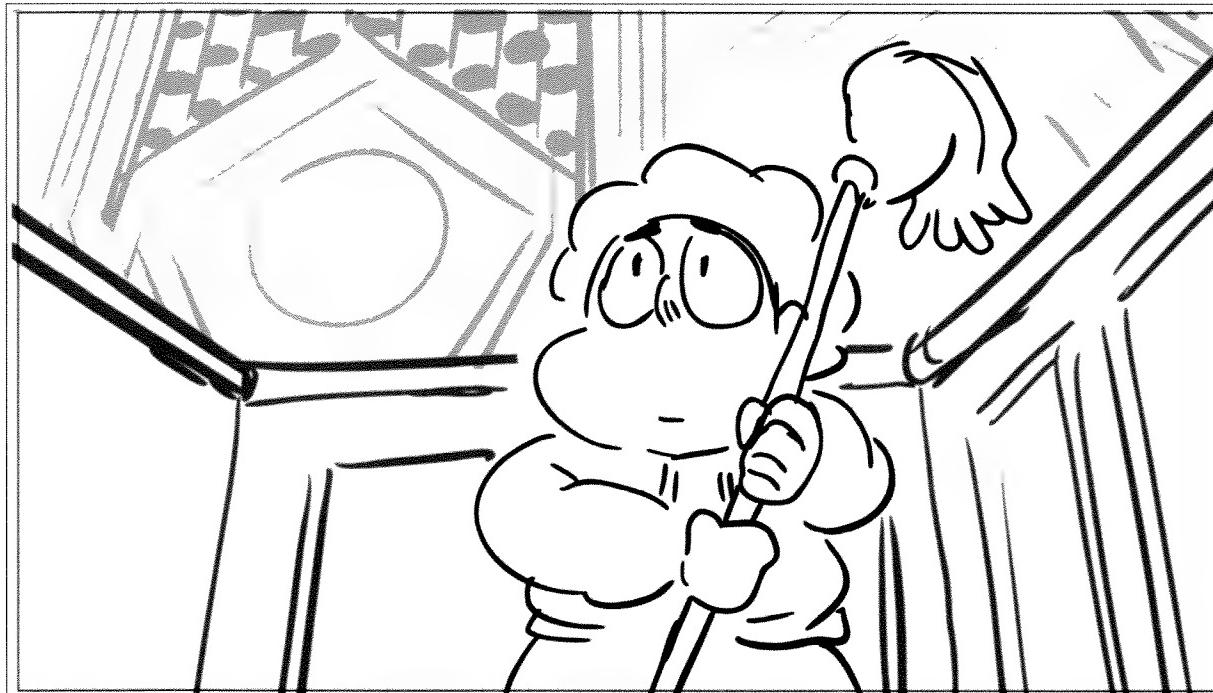


Scene

Panel

211 *cont*

3



1020 . 013

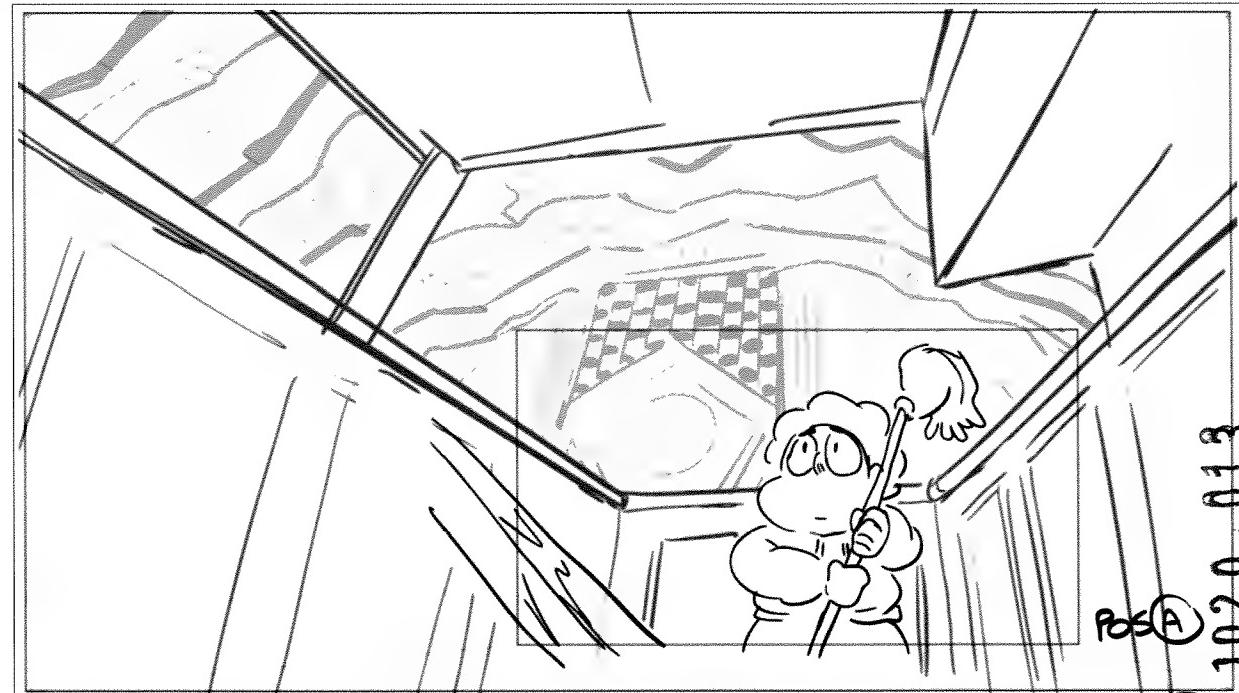
Slugging
0.13

Scene

Panel

211 *cont*

4



1020 . 013

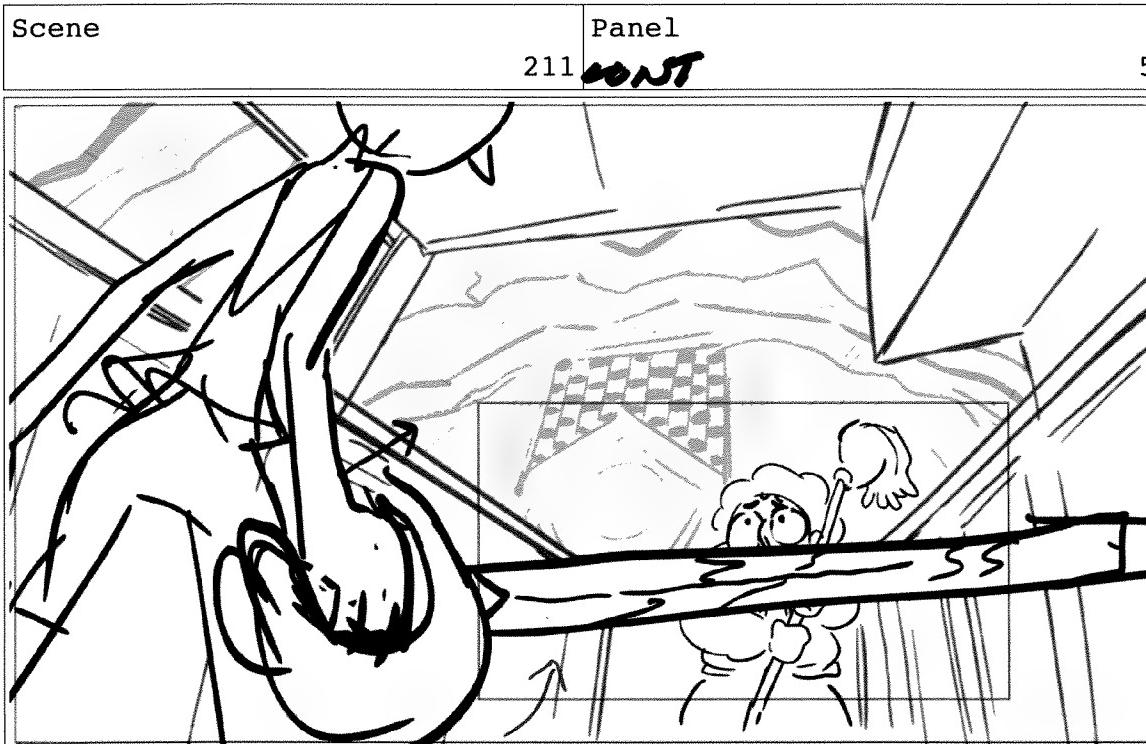
Action Notes

Camera starts to pull OUT.
Holo-Pearl's sword appears in bottom left frame.

Slugging
ADJ: 0.06

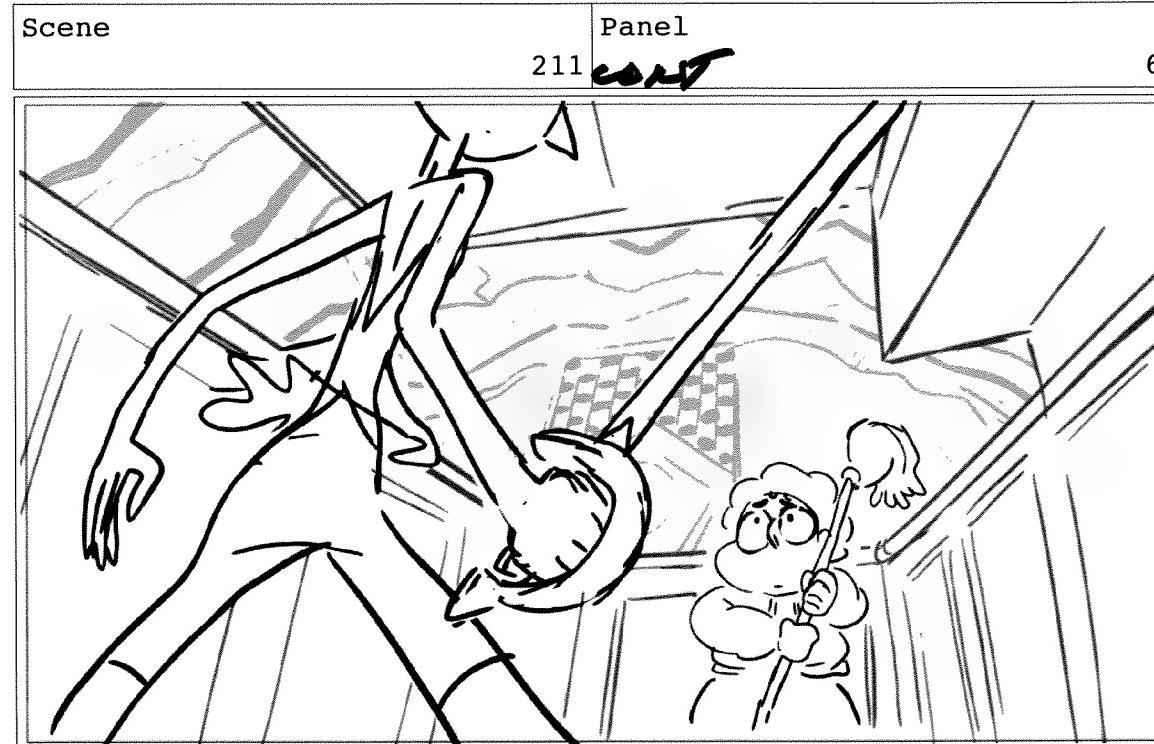
AUG 06 2013

1020 . 013



Action Notes
Camera pulls OUT sharply as Holo-Pearl steps forward.

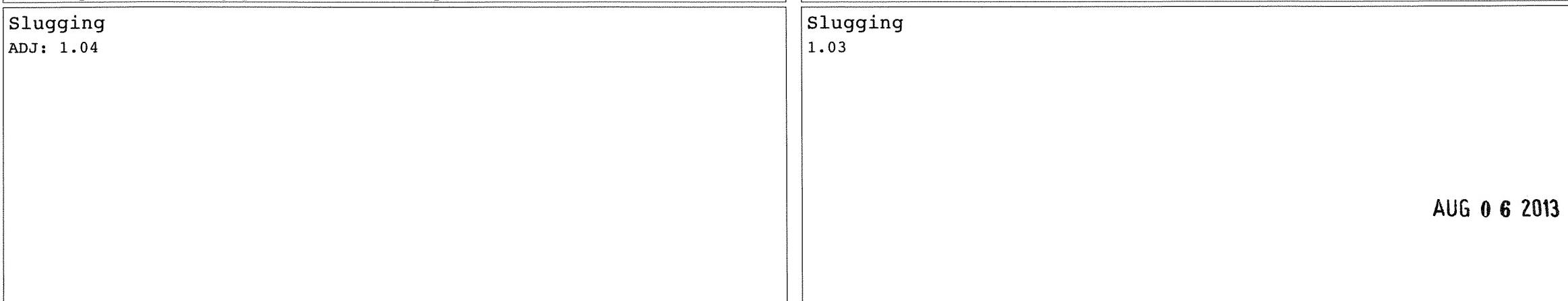
Slugging
ADJ: 1.04



Action Notes
Holo-Pearl slowly raises sword.

Slugging
1.03

AUG 06 2013



1020.013

1020.013

1020.013



Scene 212 Panel 1



Action Notes
Holo-Pearl slowly moves forward.

Slugging
0.09

Scene 212 Panel cont 2



Action Notes
Holo-Pearl glitches, sword is unaffected.

Slugging
0.06

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1020.013

1020.013

1020.013



Steven The Sword Fighter

Page 402.

Scene

Panel

212 *cont*

3

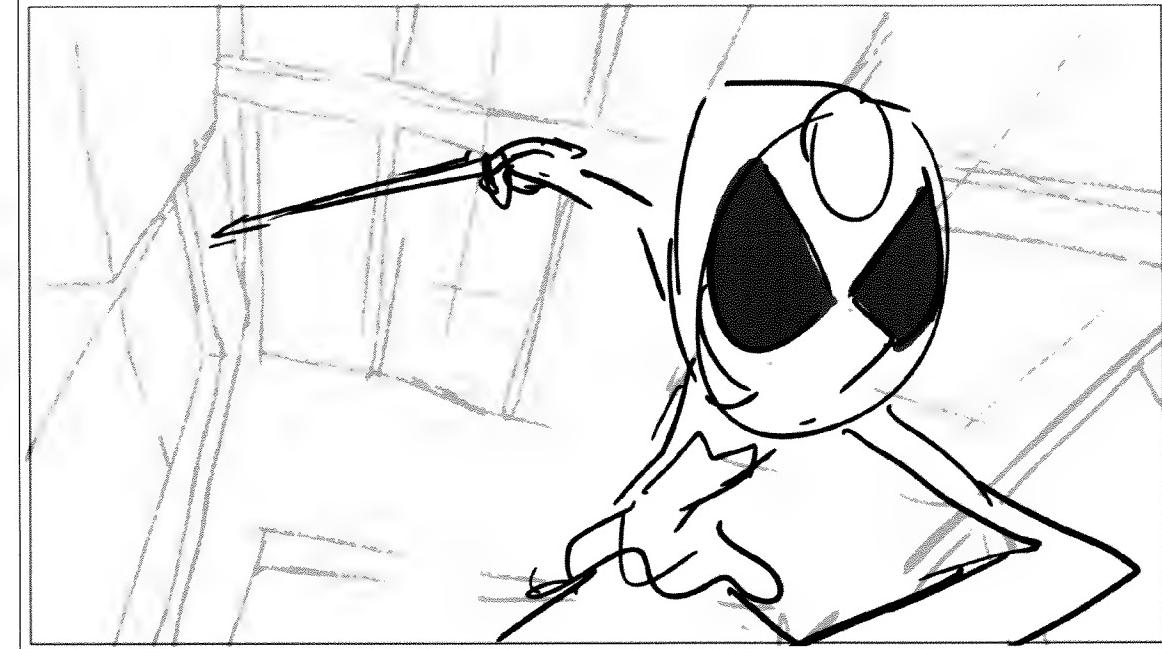


Scene

Panel

212 *cont*

4



1020.013

Slugging

Panels 3 + 4 = 0.06

1020.013

Action Notes

Holo-Pearl leans in quickly, pulling sword back behind it.

AUG 06 2013

1020.013

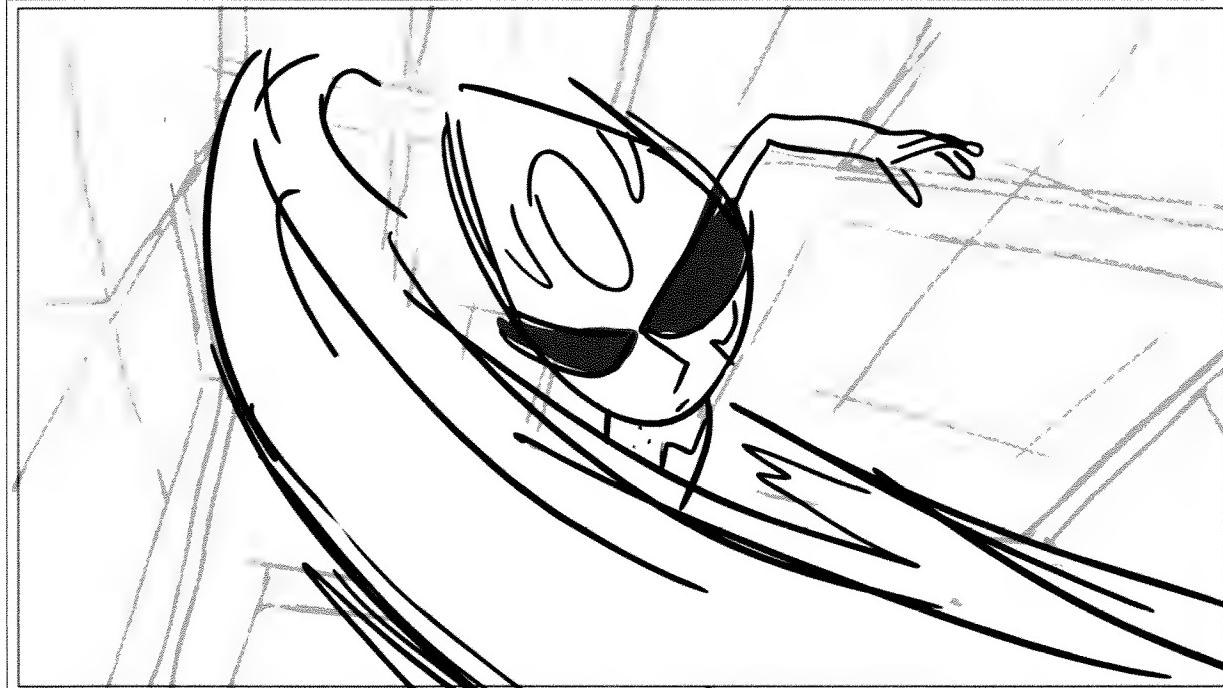


Scene

Panel

212 *cont*

5



Scene

Panel

213

1

**Action Notes**

Holo-Pearl swings sword down at camera, sword appears as a metallic blur.

Slugging

0.04

Action Notes

Steven blocks repeated sword strikes with end of mop, tiny wood splinters fly off.

Slugging

0.04

AUG 06 2013

1020-013

1020-013

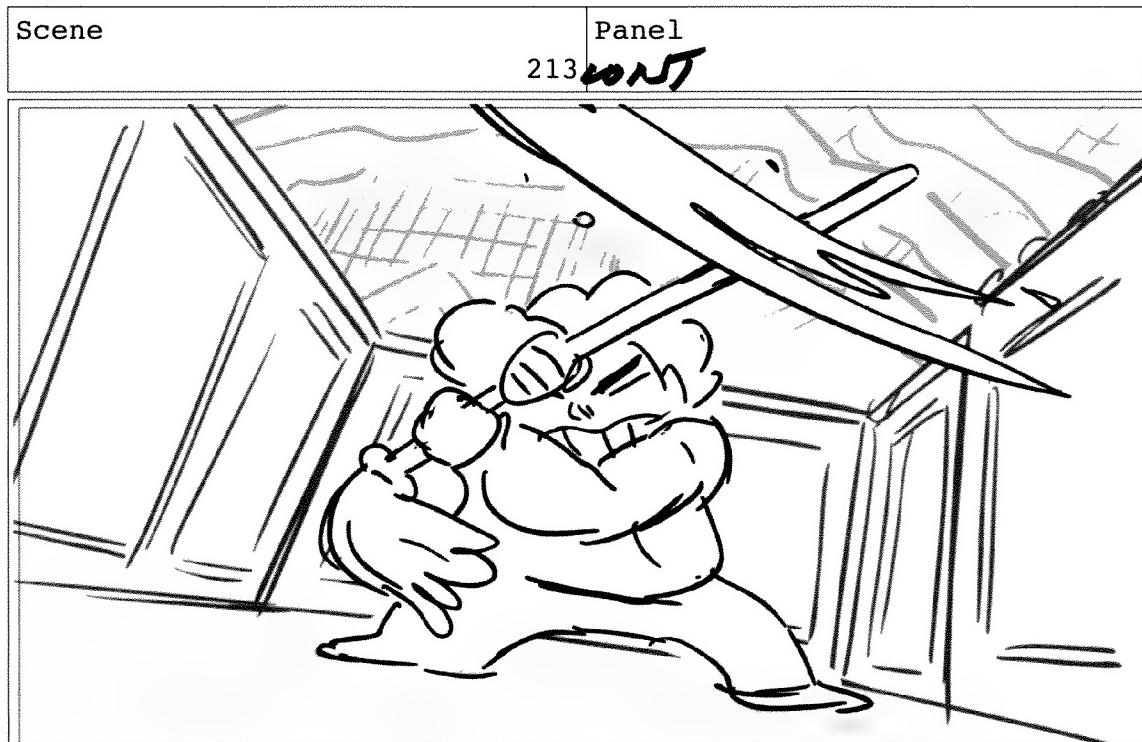
1020-013



Steven The Sword Fighter

Page 404,

1020 . 013



Action Notes

Steven blocks repeated sword strikes with end of mop, tiny wood splinters fly off.

Slugging

0.04



Action Notes

Steven blocks repeated sword strikes with end of mop, tiny wood splinters fly off.

Slugging

0.04

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1020 . 013

1020 . 013



Action Notes
Steven blocks repeated sword strikes with end of mop, tiny wood splinters fly off.

Slugging
0.04



Action Notes
Hold for a beat.

Slugging
1.00

AUG 06 2013

1020.013

1020.013

1020 : 013



Scene

Panel

213 cont

6



Action Notes

End of mop splits into multiple pieces.

Slugging

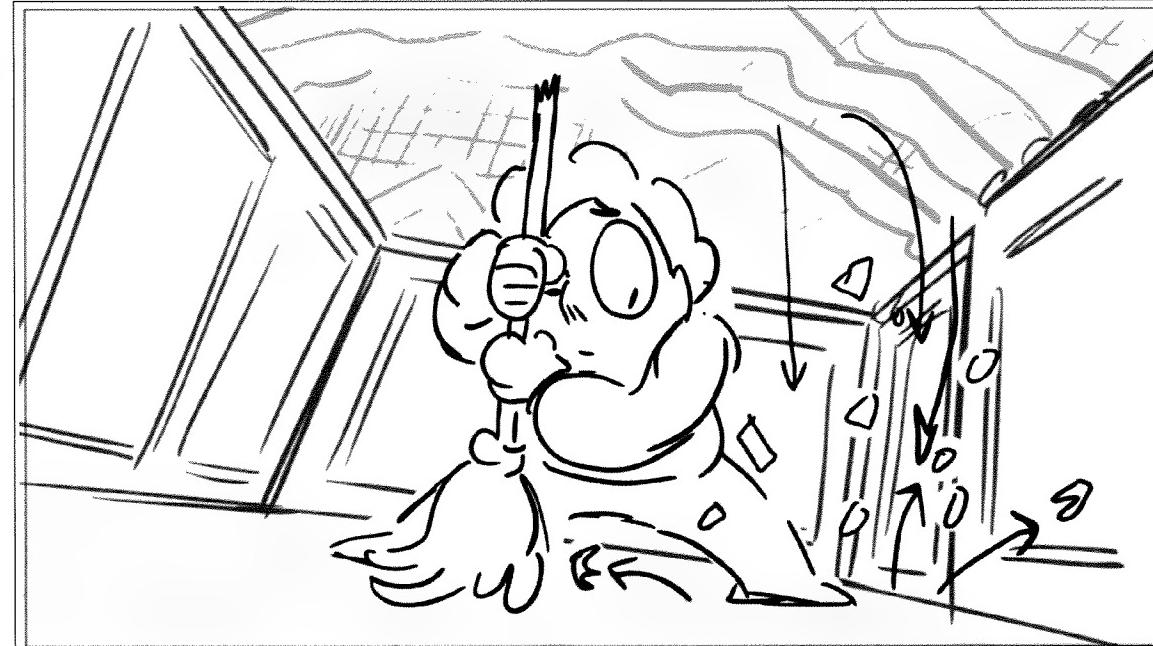
0.07

Scene

Panel

213 cont

7



Action Notes

Mop bits fall and bounce off of floor.

Slugging

1.00

AUG 06 2013

1020.013

1020.013

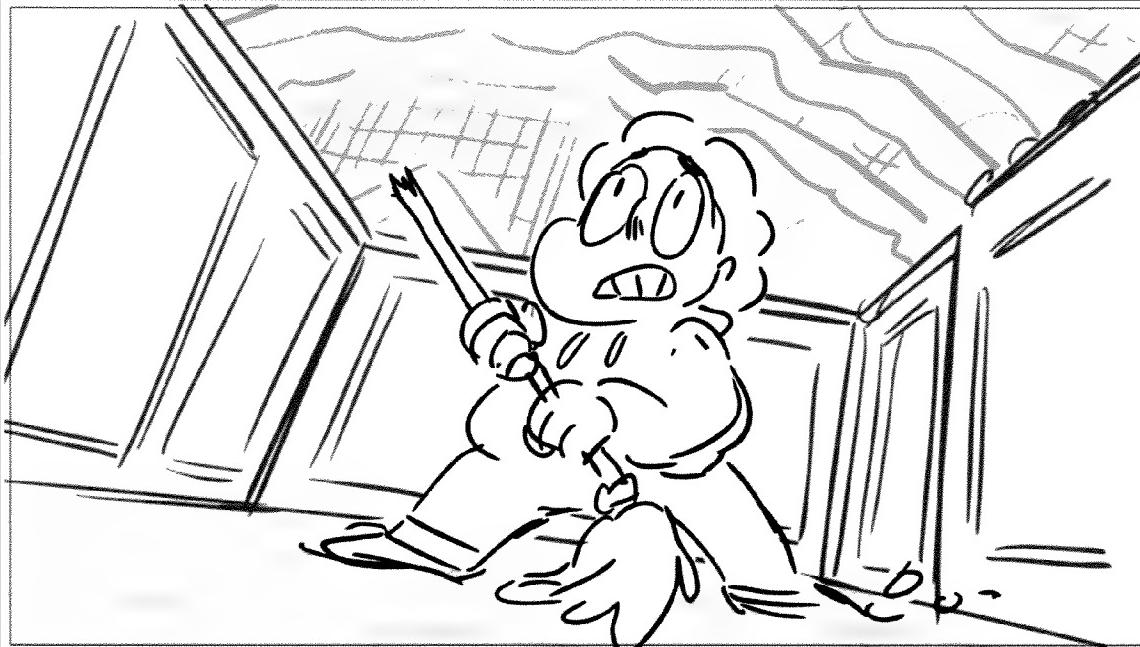
1020.013



Scene

Panel
213 *cont*

8



Action Notes

Steven looks up in fright.

Slugging

0.12

Scene

Panel
213 *cont*

9



Dialogue

STEVEN: AIEEEHH!!

Action Notes

Holo-Pearl swings sword at Steven, Steven dodges to the East.

Slugging

0.15

AUG 06 2013

1020 . 013

1020 . 013

1020 . 013



Scene 214 Panel 1

**Dialogue**

STEVEN (os): AIEEEH!!

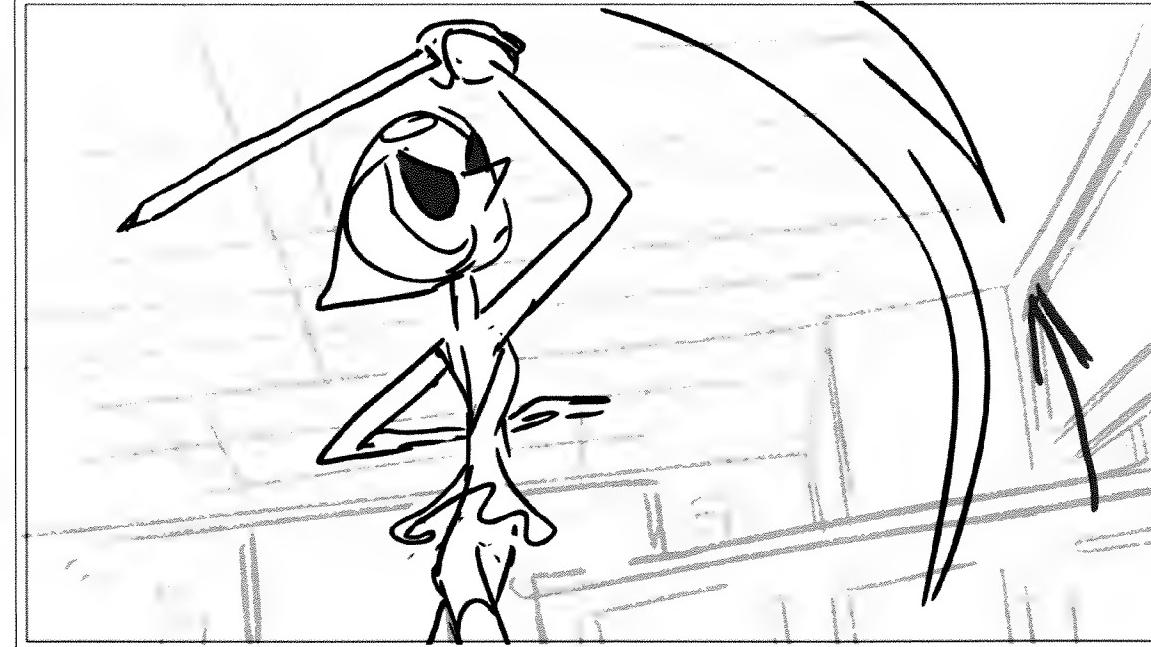
Action Notes

Holo-Pearl swings sword repeatedly at Steven.

Slugging

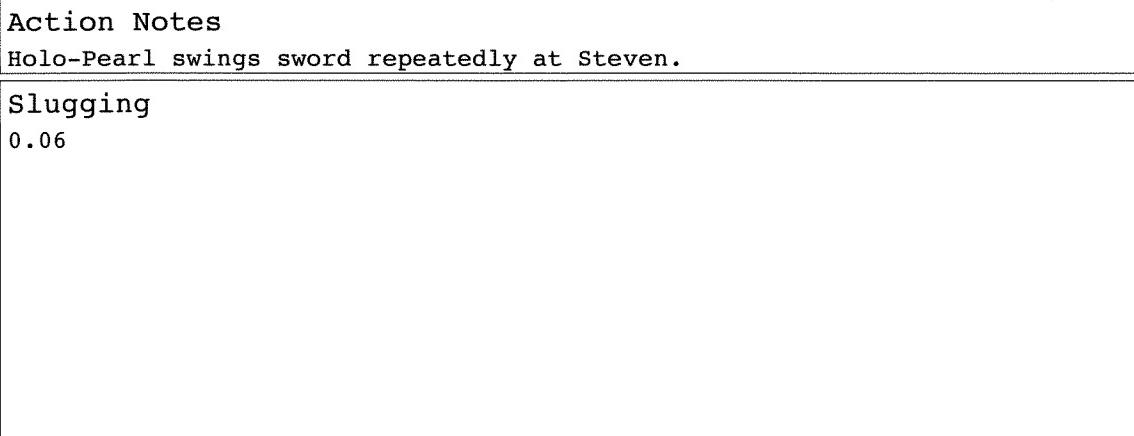
0.06

Scene 214 Panel 2 cont

**Slugging**

0.08

AUG 06 2013



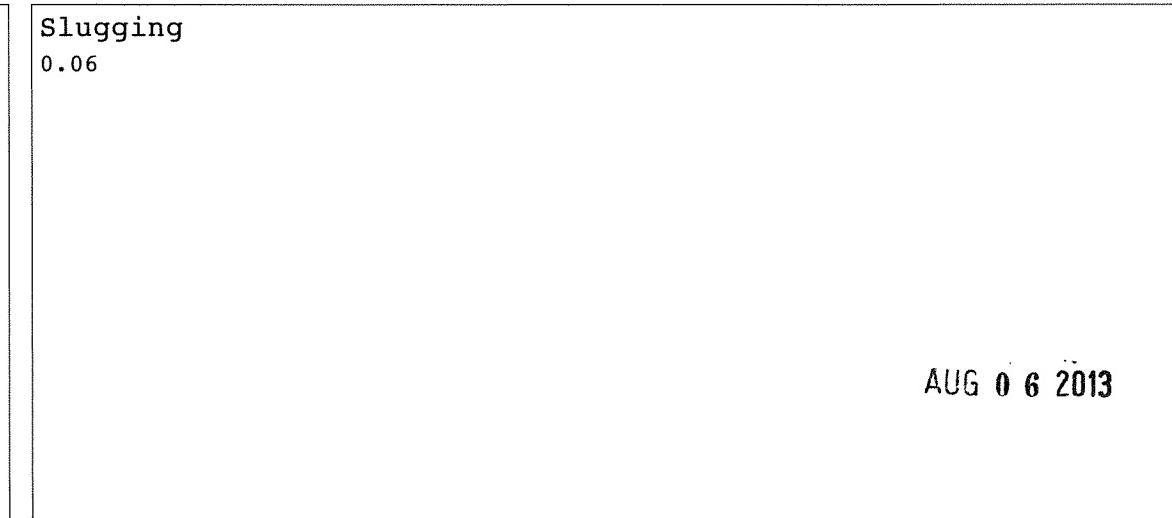
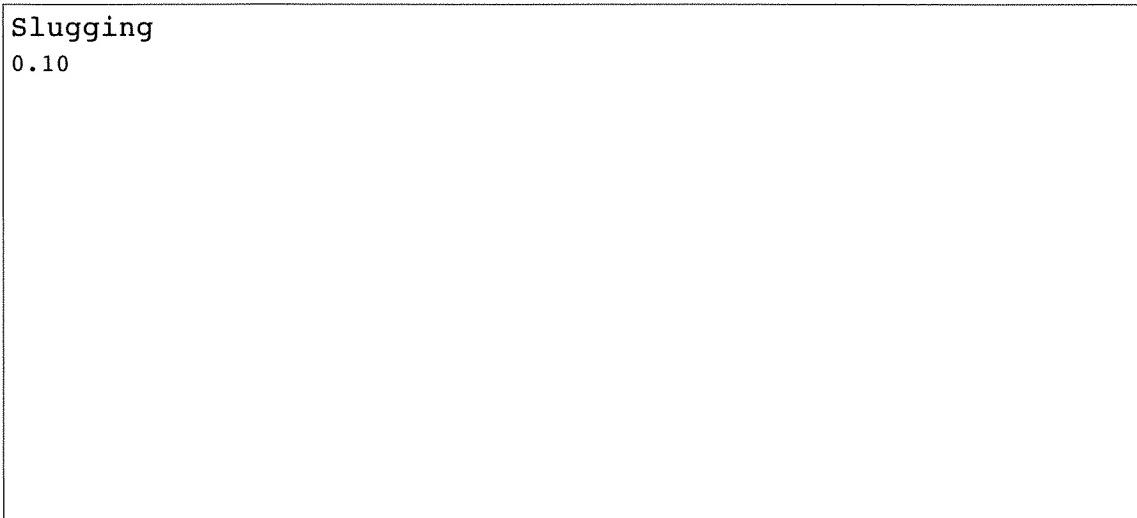
1020.013

1020.013

1020.013



1020.013

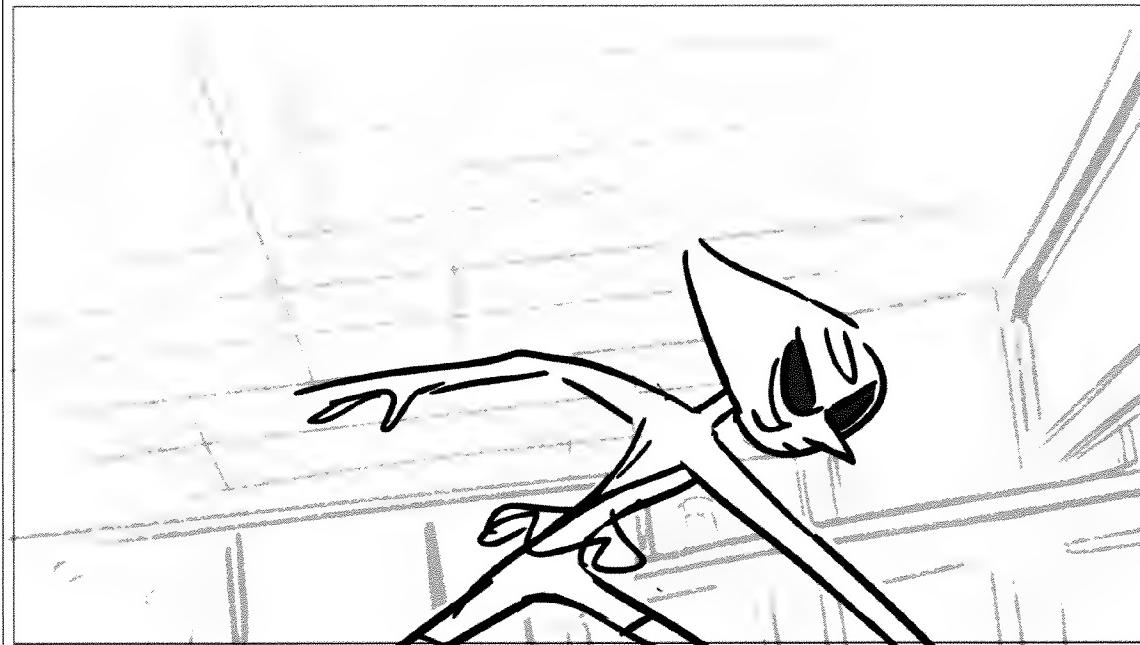


1020.013

1020.013



Scene 214 Panel 5
214 *cont*



Scene 215 Panel 1
215



Slugging 0.04

Slugging 0.02
AUG 06 2013

1020.013

1020.013

1020.013



Scene

Panel

215 *cont*

2



Scene

Panel

215 *cont*

3



Dialogue

STEVEN: Ahh!!

Action Notes

Holo-Pearl stabs sword IN, but Steven dodges out of the way, wood chips and splinters fly into the air.

Slugging

0.12

Action Notes

Holo-Pearl draws sword back OUT of frame.

Slugging

0.04

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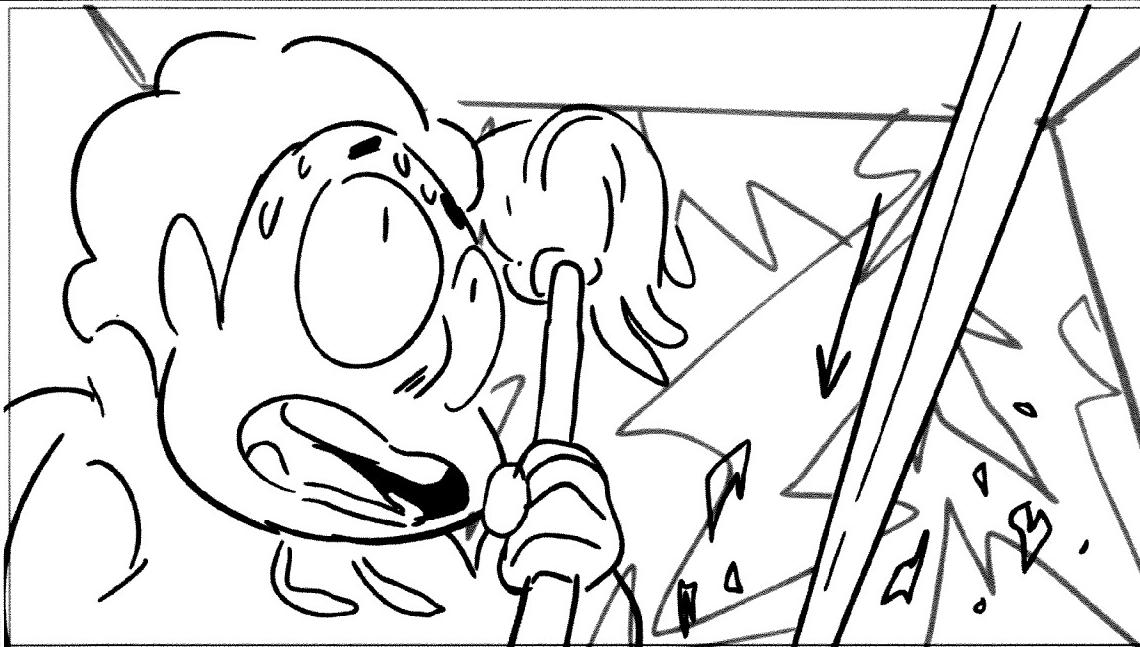
1020.013

1020.013

1020.013



Scene 215 Panel *cont* 4



Dialogue

STEVEN: Pearl!!

Action Notes

Holo-Pearl stabs sword IN, but Steven dodges out of the way, wood chips and splinters fly into the air.

Slugging

1.02

Scene 215 Panel *cont* 5



Dialogue

STEVEN: I should have...

Action Notes

Holo-Pearl draws sword back OUT of frame.

Slugging

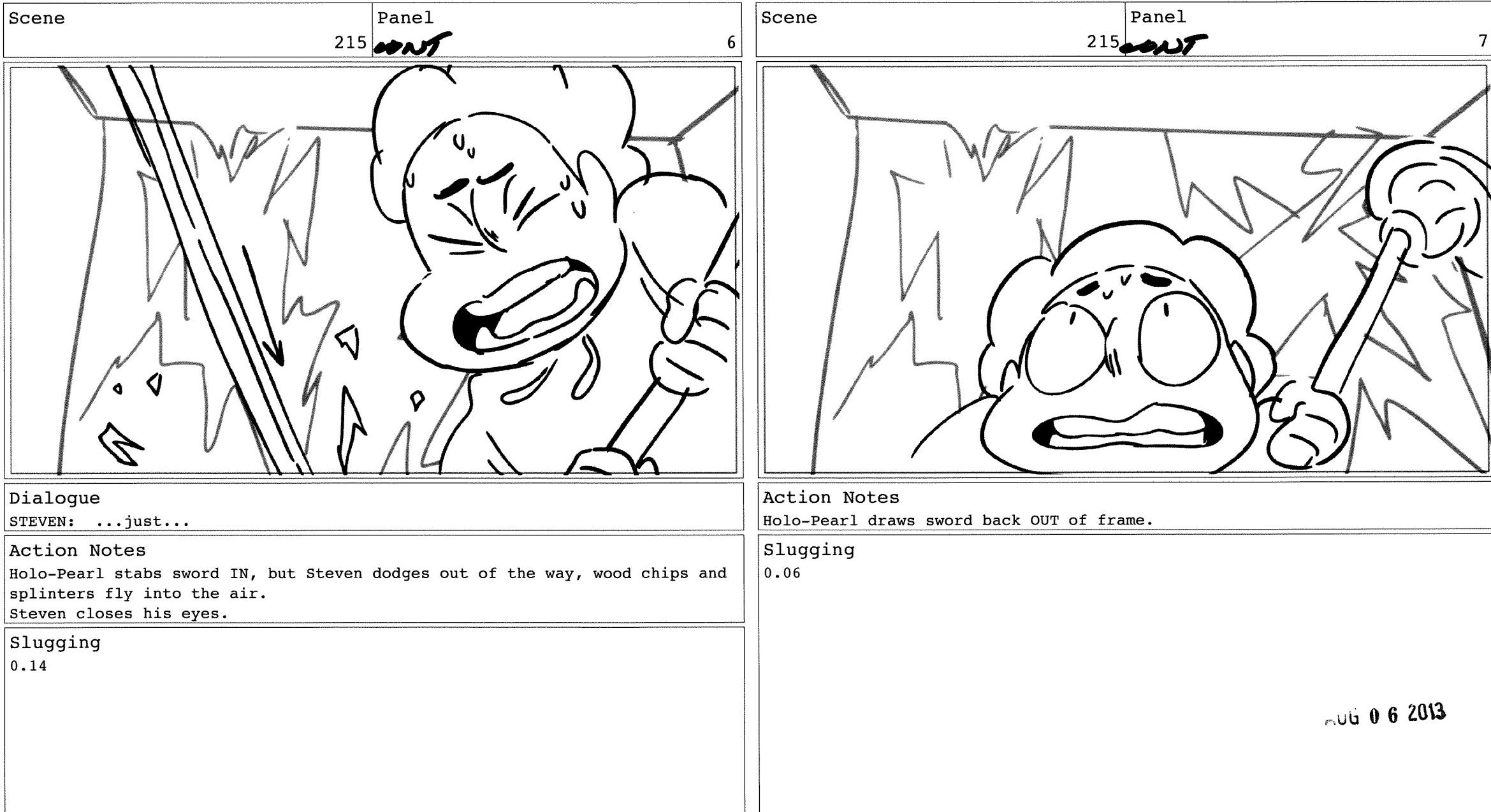
1.04

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1020.013

1020.013

1020.013



1020 . 013

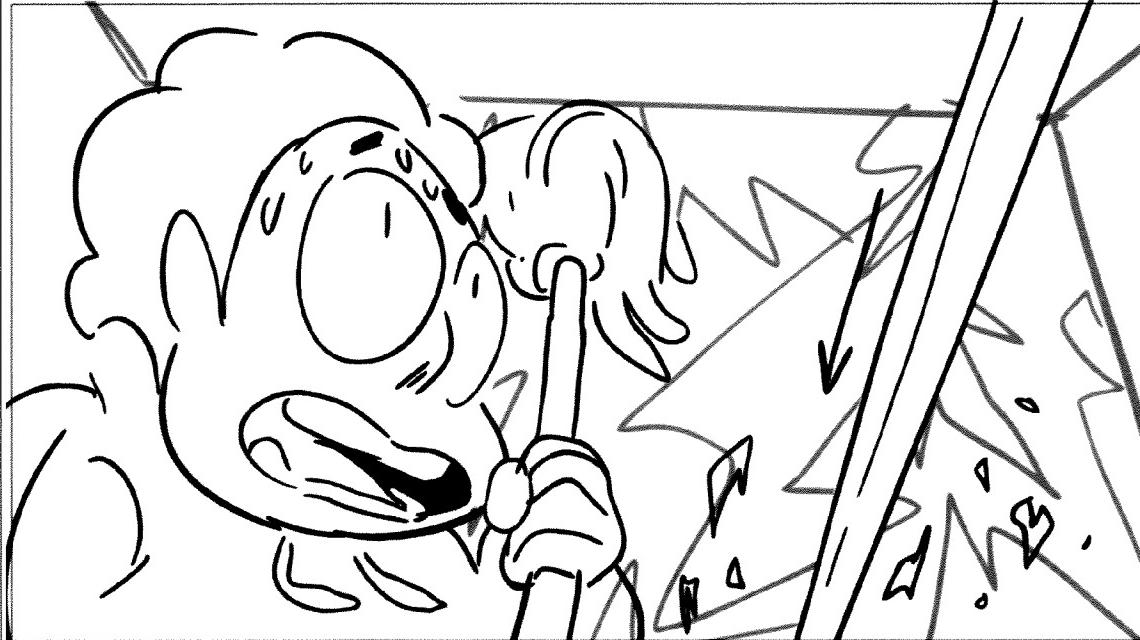
1020 . 013



Scene

Panel
215 *cont*

8



Dialogue

STEVEN: ... waited for you to...

Action Notes

Holo-Pearl stabs sword IN, but Steven dodges out of the way, wood chips and splinters fly into the air.

Slugging

1.02

Scene

Panel
215 *cont*

9



Dialogue

STEVEN: ...come back!

Action Notes

Holo-Pearl draws sword back OUT of frame.

Slugging

1.02

AUG 06 2013

1020.013

1020.013

1020.013



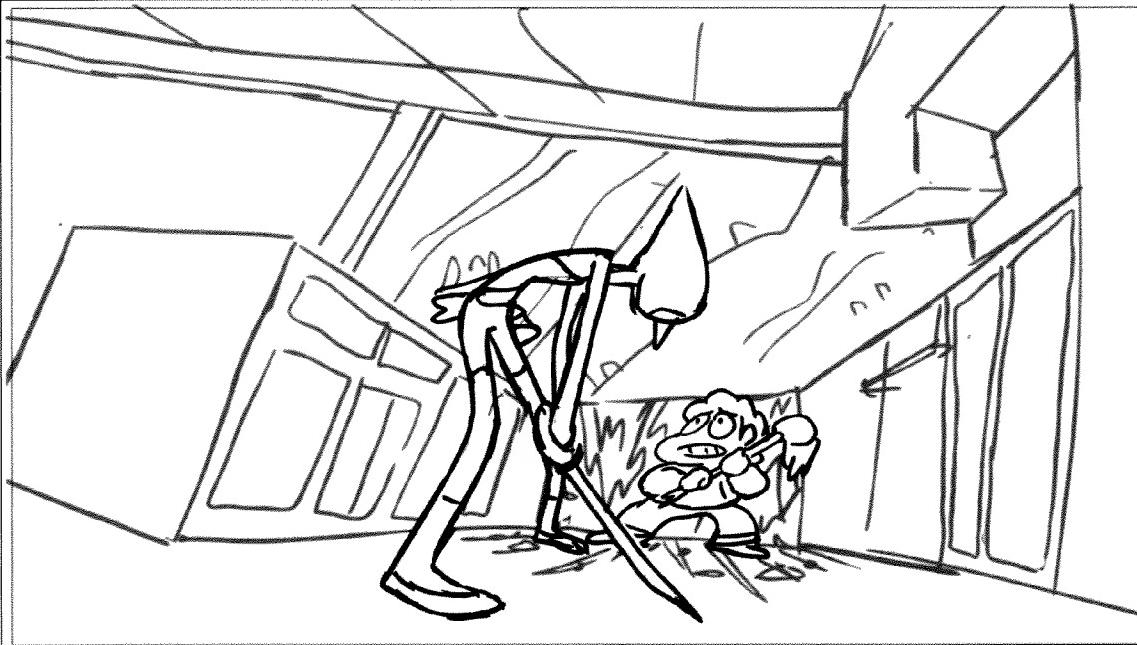
Scene	Panel	
216	1	
216	2	
Dialogue		Dialogue
STEVEN: I...		STEVEN: ...should...
Action Notes		Action Notes
Freaky forced perspective layout.		Holo-Pearl glitches as it moves backwards, sword is unaffected.
Slugging		Slugging
0.04		0.06
		AUG 06 2013



Steven The Sword Fighter

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Scene 216 Panel *cont* 3



Scene 216 Panel *cont* 4



Dialogue

STEVEN: ...have...

Action Notes

Holo-Pearl hangs its head limply as it stands up.

Slugging

0.04

Slugging

0.04

AUG 06 2013

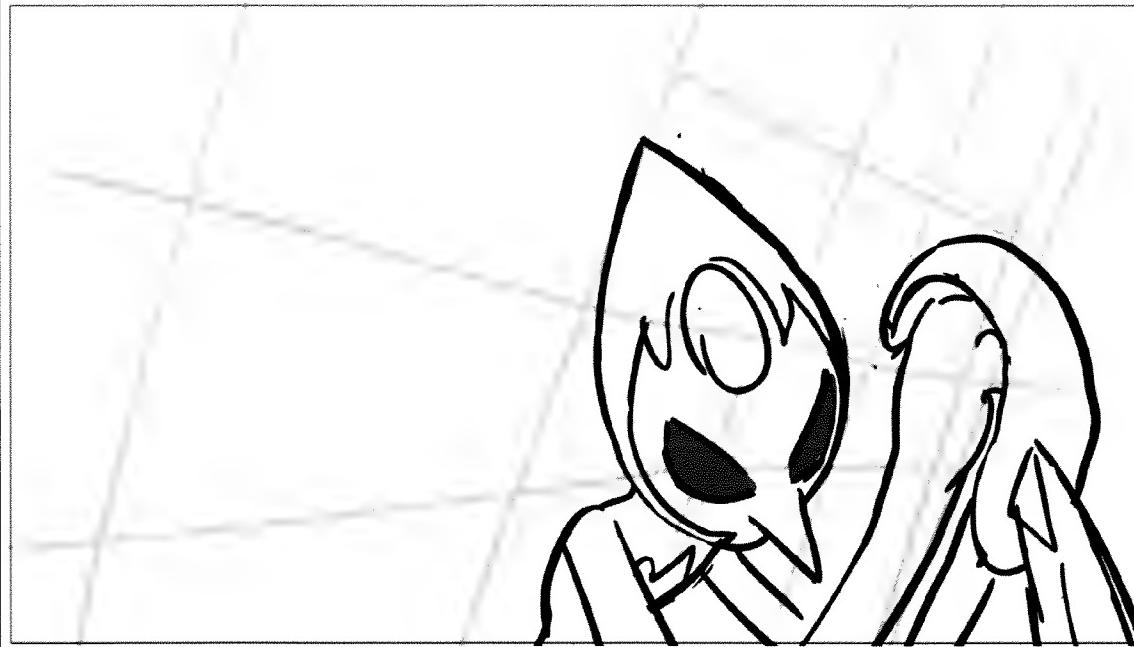
1020-013

1020-013

1020-013



Scene 217 Panel 1



Dialogue

STEVEN: ...waited..

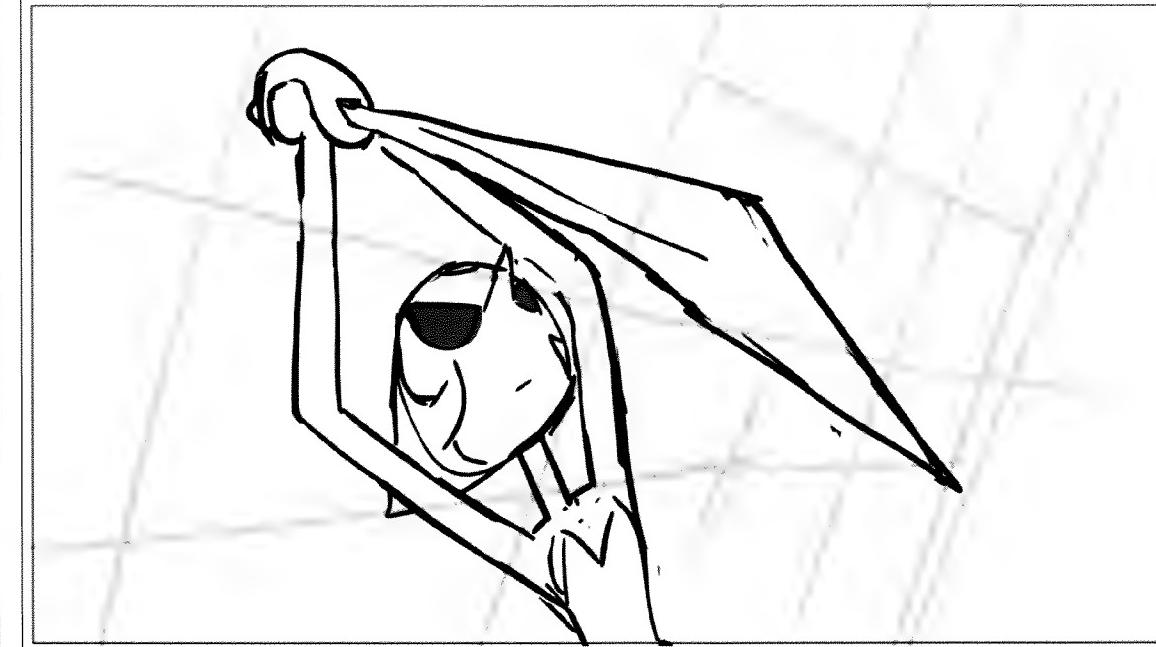
Action Notes

Camera look up at Holo-Pearl.

Slugging

0.04

Scene 217 Panel 2 *cont*



Dialogue

STEVEN: ...for...

Slugging

0.12

AUG 06 2013

1020.013

1020.013

1020.013



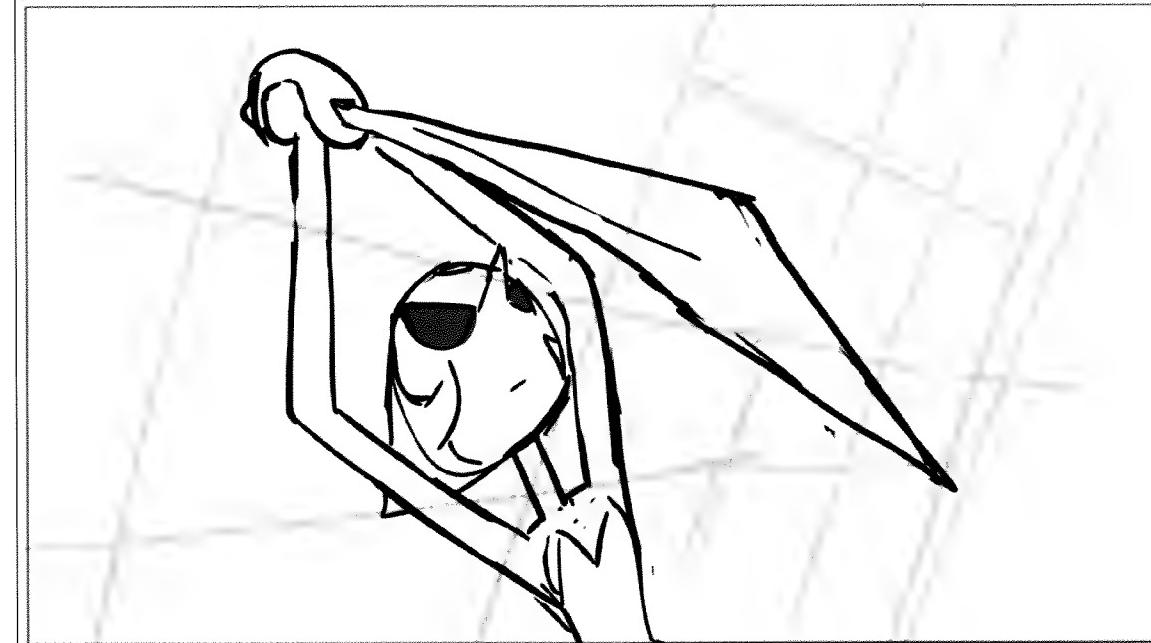
Scene 217 Panel
217 cont 3



Action Notes
Holo-Pearl glitches, sword is unaffected.

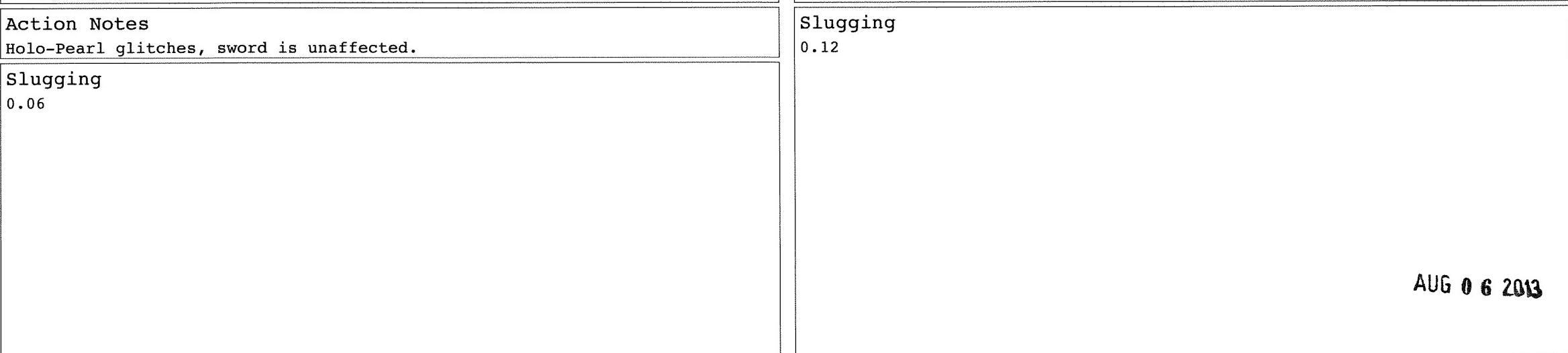
Slugging
0.06

Scene 217 Panel
217 cont 4



Slugging
0.12

AUG 06 2013



1020.013

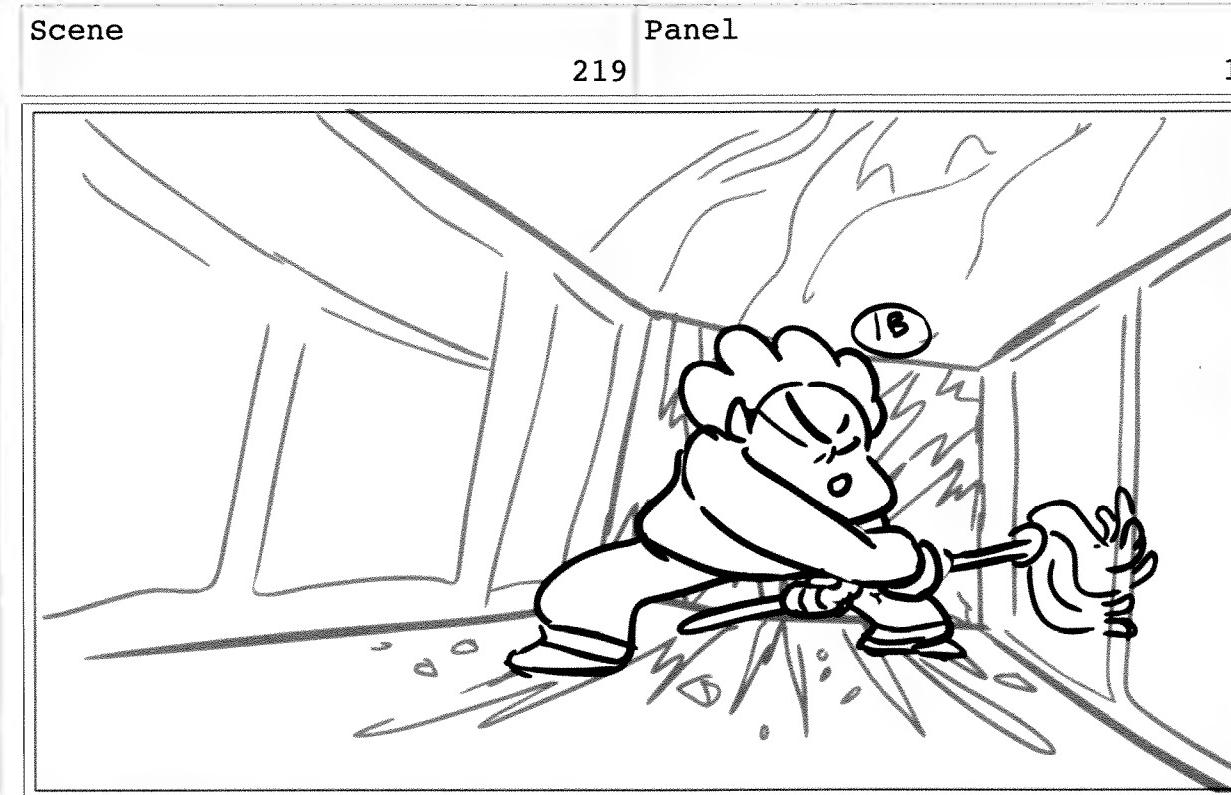
1020.013

1020.013



Dialogue
STEVEN: AH! The perfect moment!!

Slugging
2.10



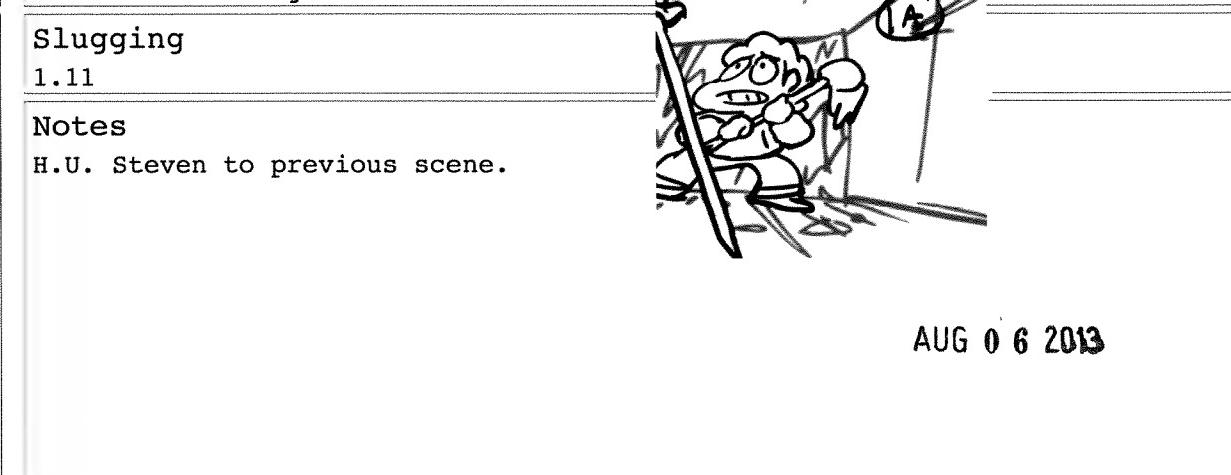
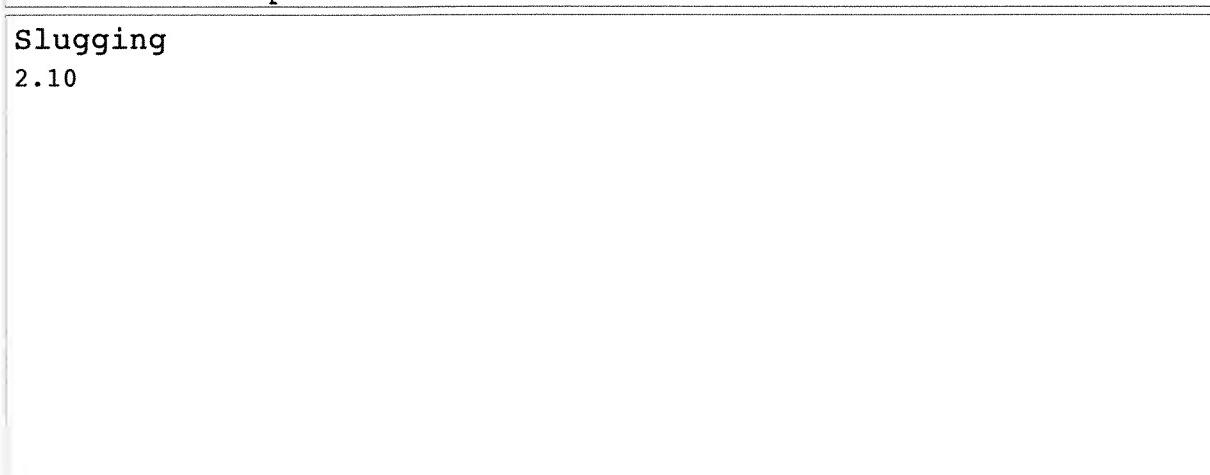
Dialogue
STEVEN: Boomerang...

Slugging
1.11

Notes
H.U. Steven to previous scene.



AUG 06 2013



1020.013

Scene

Panel

219 *CONT*

2



Dialogue

STEVEN: BLADE!

Action Notes

Steven throws mop and it turns into a spinning disc shape.

Slugging

1.10

Scene

Panel

220

1



Action Notes

Camera ADJ NW.

Pos A

Slugging

ADJ: 0.08

AUG 06 2013

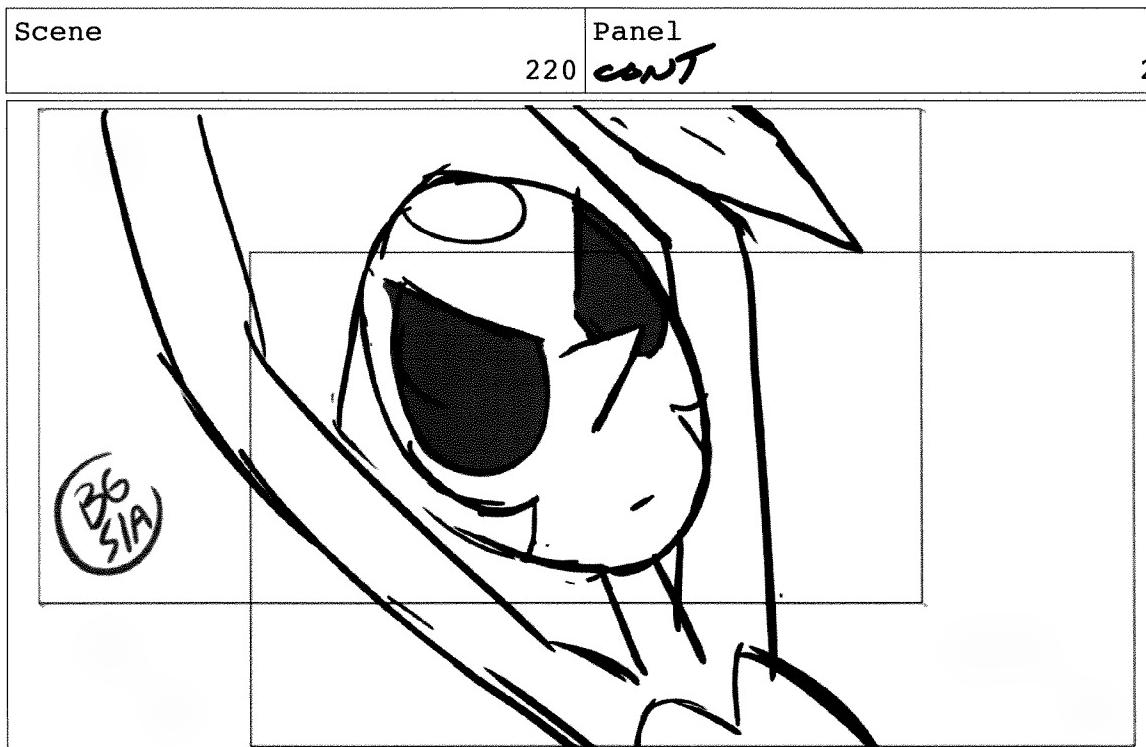
1020.013

1020.013

1020.013



1020.013



Action Notes
Holo-Pearl leans forward to strike, its sword moves upwards with a slight delay.

Slugging
ADJ: 0.13



Action Notes
Suddenly Holo-Pearl glitches and its eyes return to normal, sword is unaffected.

Slugging
0.06

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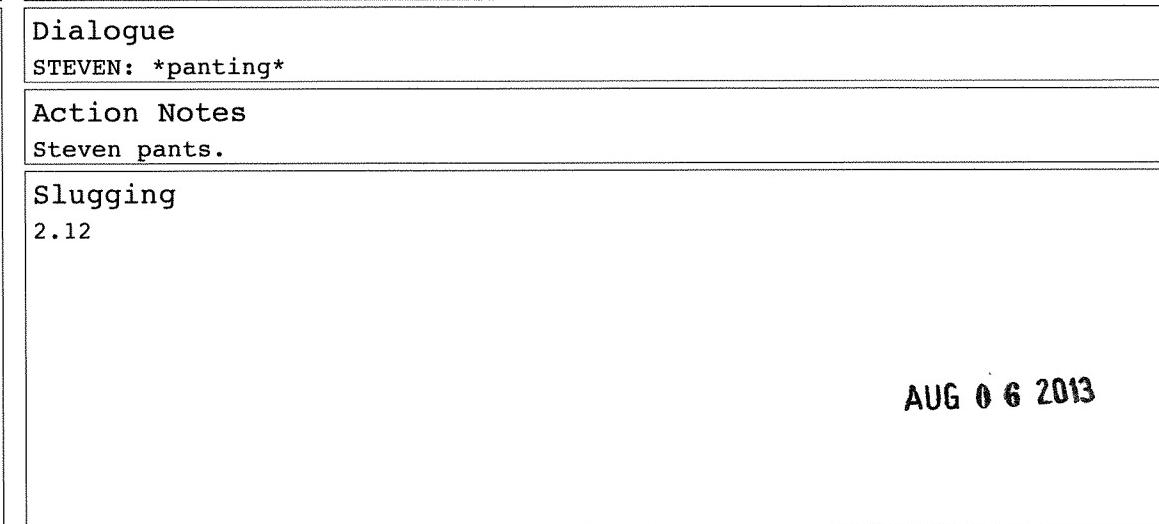
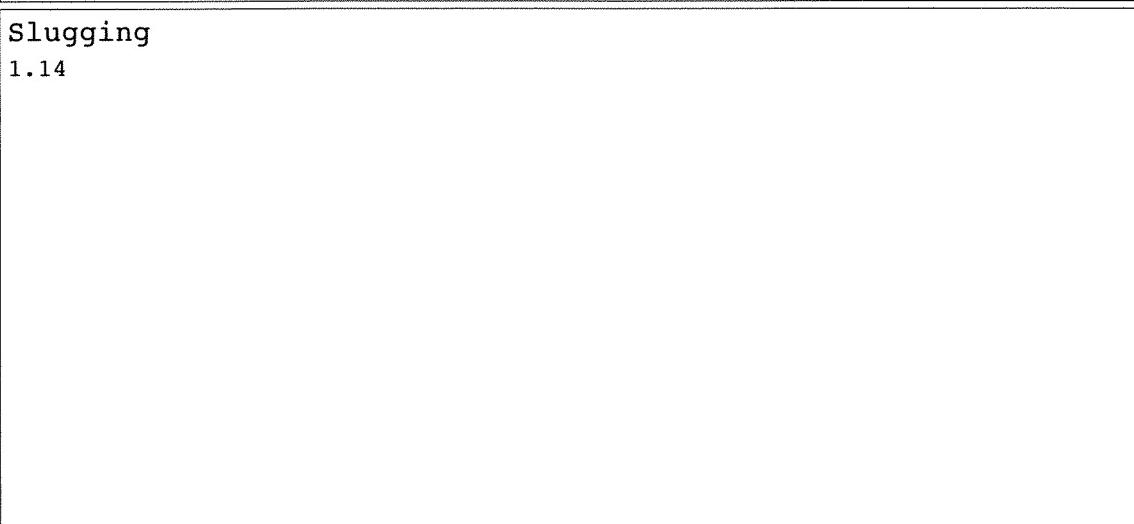
1020.013

1020.013



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1020.013

1020.013

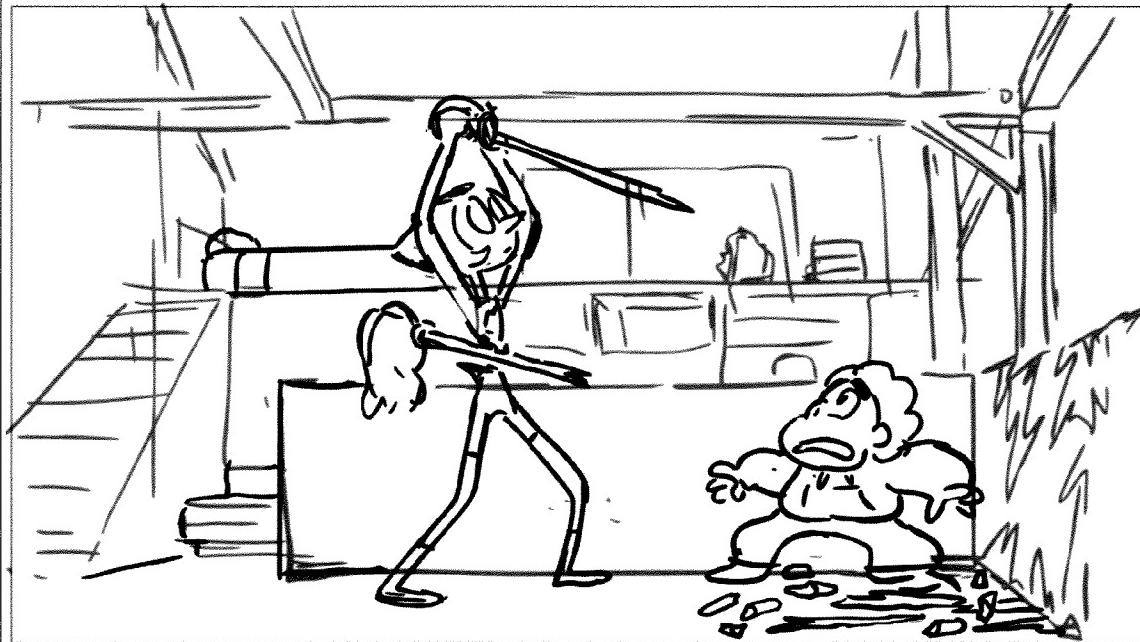
1020.013



Scene

222
Panel

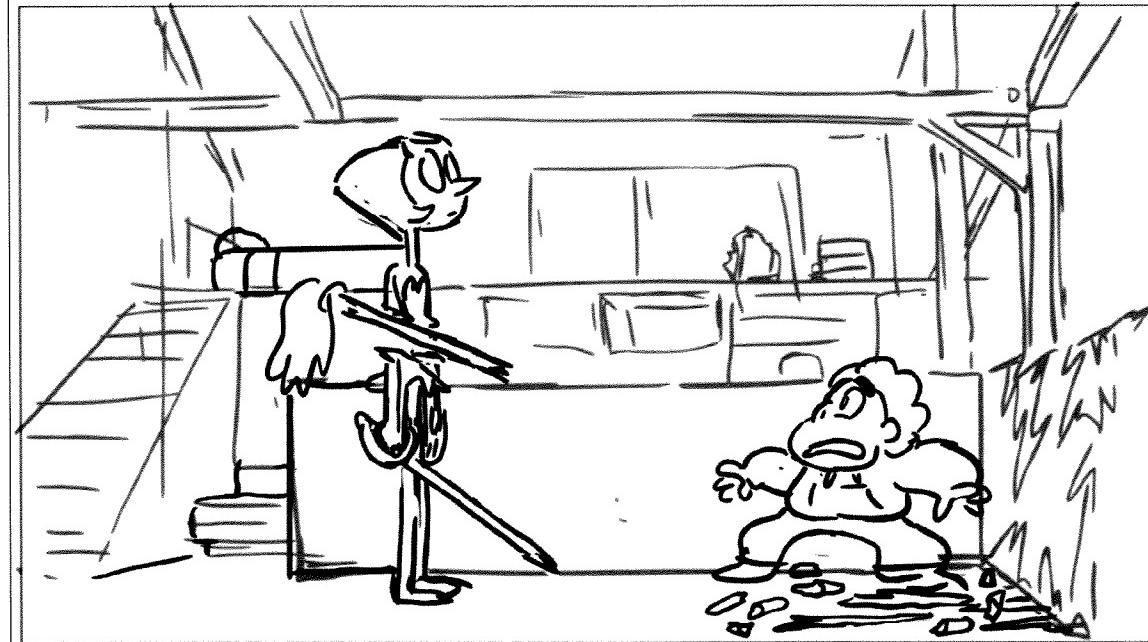
1



Scene

222
Panel

2



1020.013

Action Notes

Hold for a beat.

The broom is stuck through the middle of Holo-Pearl.

Slugging

2.01

Action Notes

Holo-Pearl steps back.

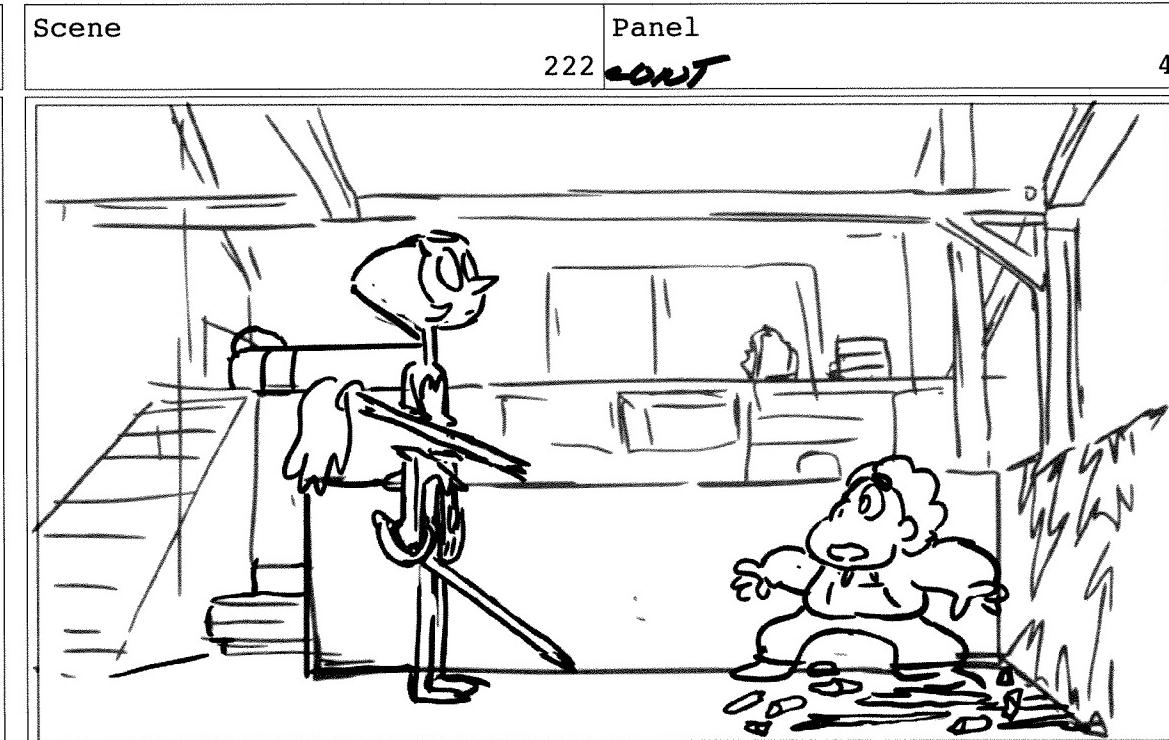
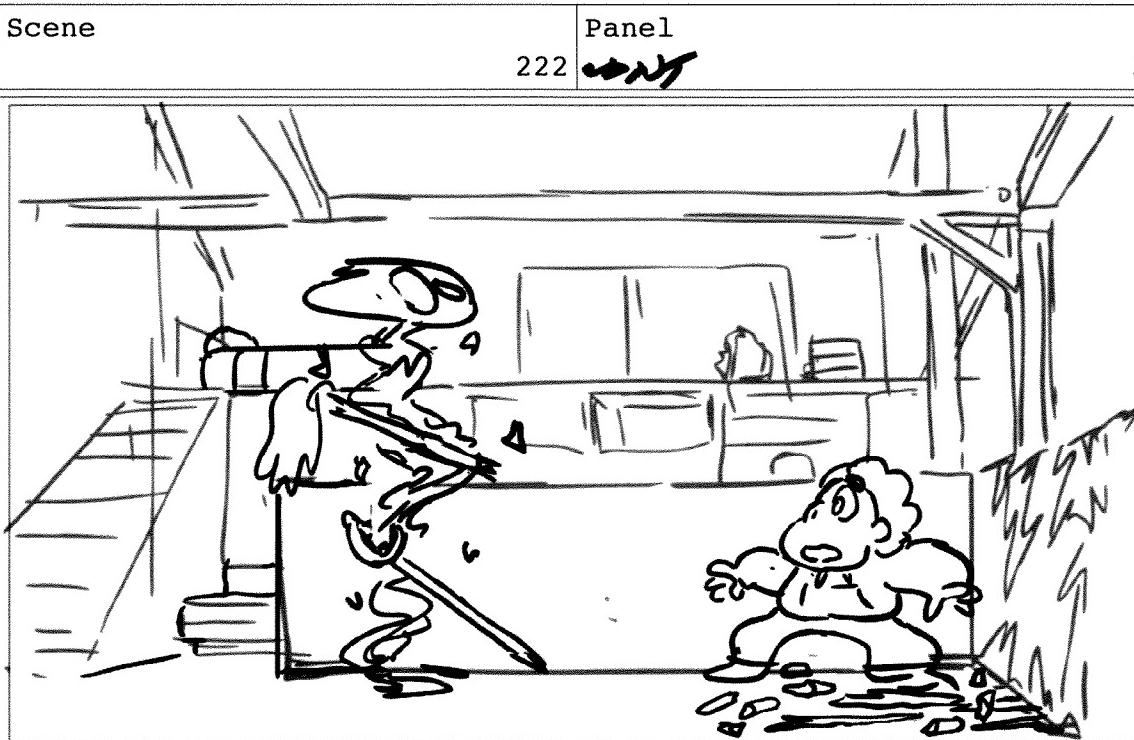
Slugging

0.14

Aug 06 2013

1020.013

1020.013



1020 . 013

Action Notes

Holo-Pearl glitches, sword and mop are unaffected.

Slugging

0.08

Slugging

1.01

AUG 06 2013

1020 . 013

1020 . 013



Scene	Panel	
223	1	
223	2	
Dialogue		
HP: Challenger wins.		
Action Notes		
The area where the mop is sticking through Holo-Pearl glitches on and off.		
Slugging		
Panels 1 to 3 x 1.5 = 1.13		
Total Frames for cycle: 3.02		
Dialogue		
HP: Do you wish to duel again?		
Action Notes		
The area where the mop is sticking through Holo-Pearl glitches on and off.		
Slugging		
0.07		

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1020.013

1020.013

1020.013

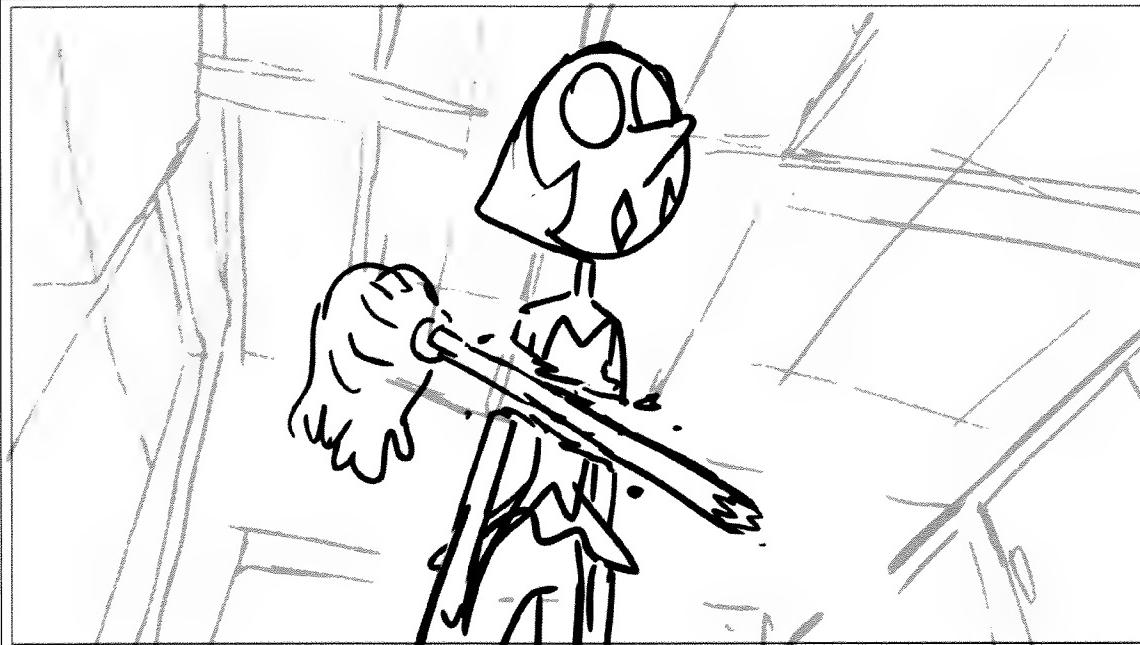


Scene

Panel

223 *cont*

3

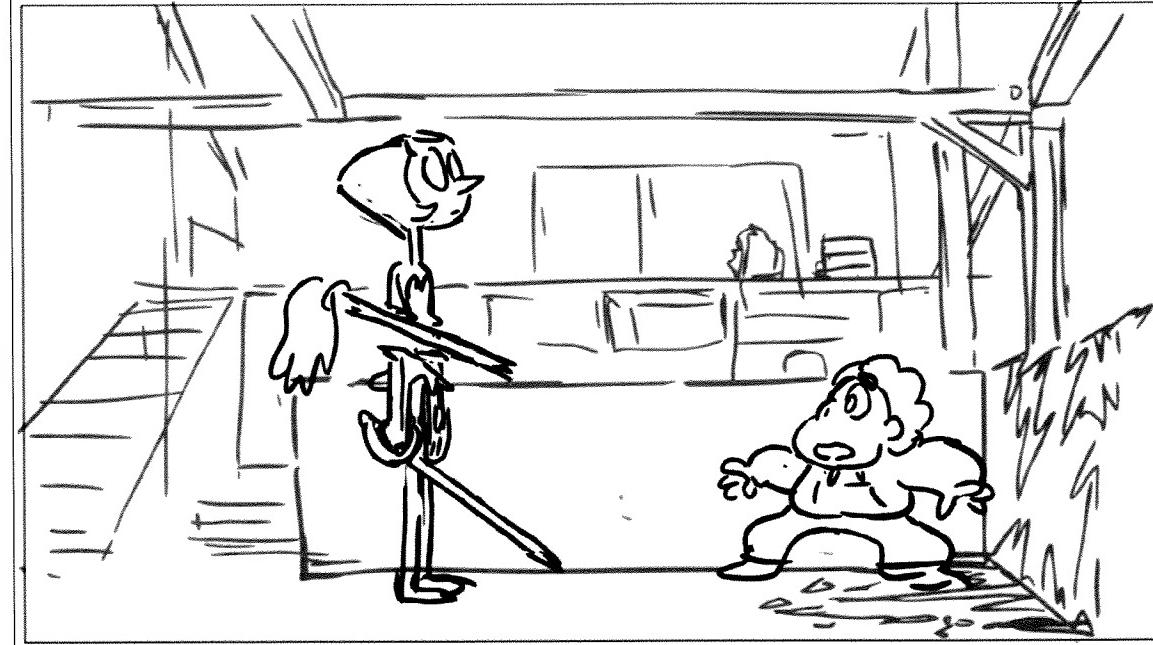


Scene

Panel

224

1



Action Notes

The area where the mop is sticking through Holo-Pearl glitches on and off

Slugging

0.08

Slugging

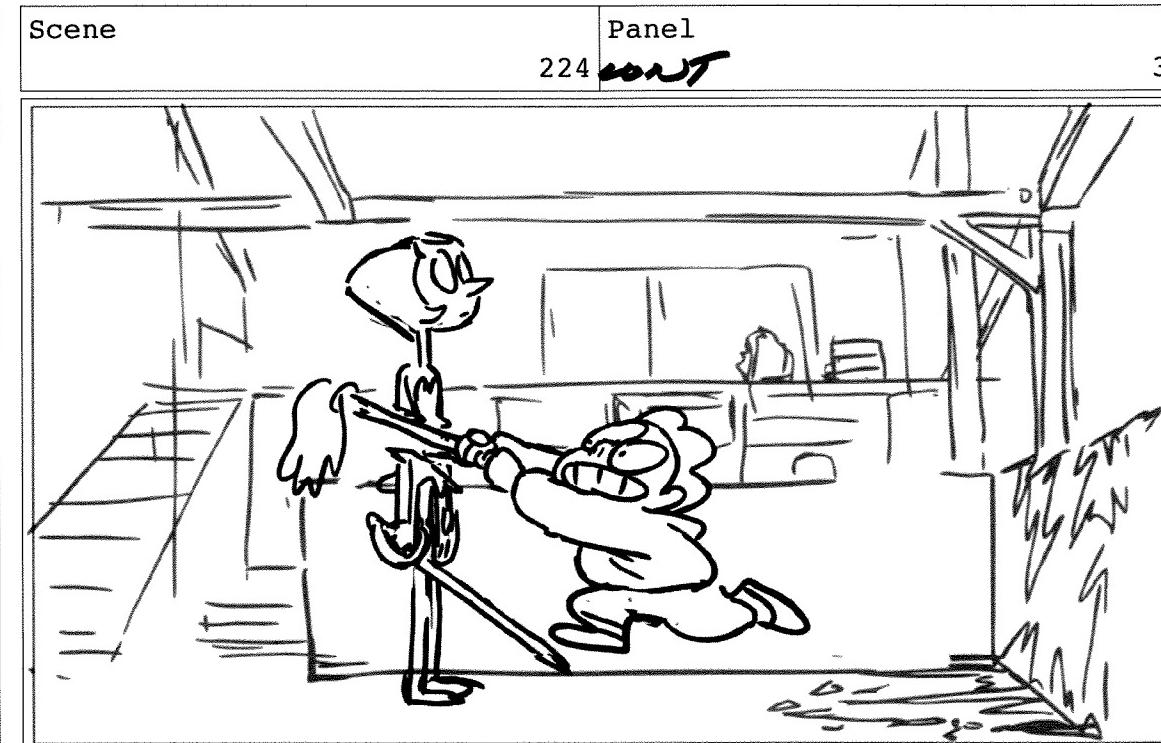
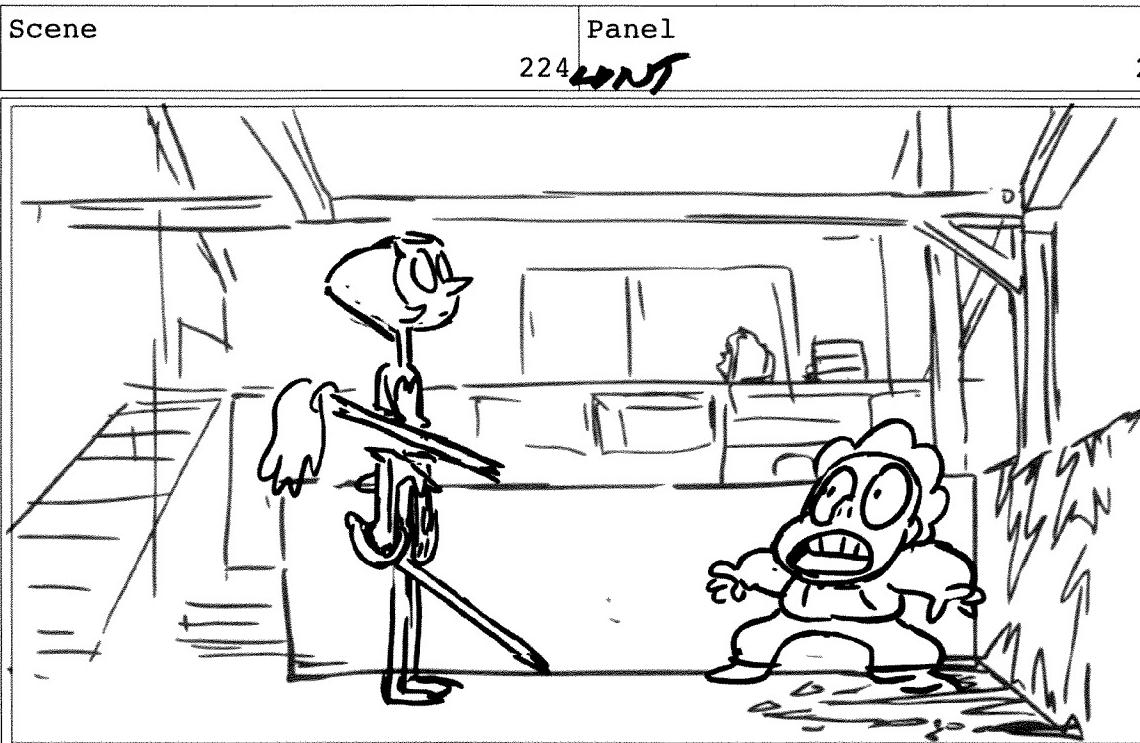
Panels 1 + 2 = 1.07

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1020.013

1020.013

1020.013



1020 . 013

Dialogue

STEVEN: NOOOOOOOOOO!!!

Action Notes

Steven holds this pose as he yells for a bit.

Dialogue

STEVEN: NOOOOOOOOOO!!!

Action Notes

Steven grabs onto mop.

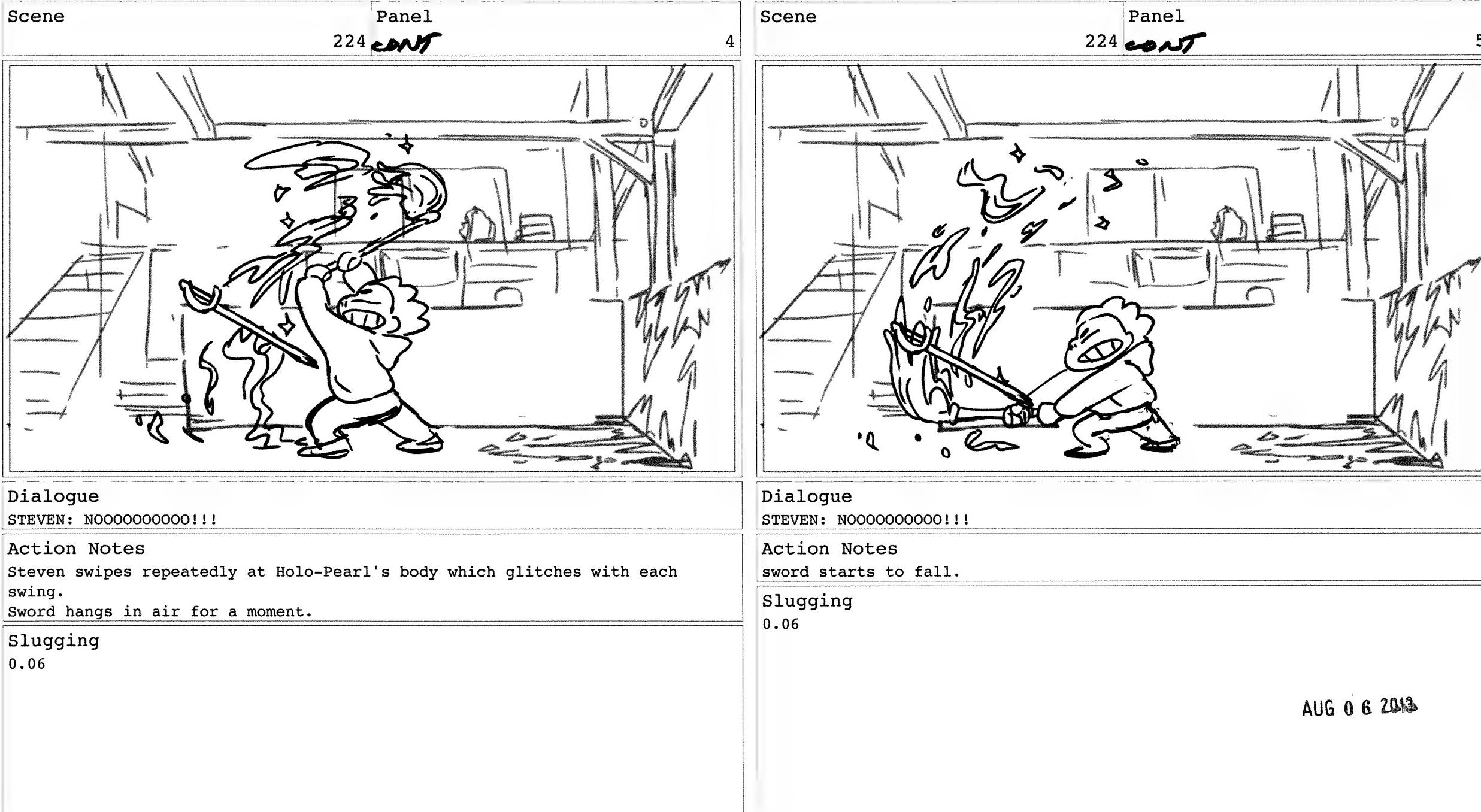
Slugging

0.06

AUG 06 2013

1020 . 013

1020 . 013



AUG 06 2013

1020.013



Scene

Panel

224 *cont*

6



1020.013

Dialogue

STEVEN: NOOOOOOOOO!!!

Action Notes

Sword clatters on ground.

Slugging

Panels 6 + 7 x 2 = 0.08

Total cycle frames: 1.04

Scene

Panel

224 *cont*

7



1020.013

Dialogue

STEVEN: NOOOOOOOOO!!!

Action Notes

cycle with previous drawing a few times.

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1020.013

1020 . 013



Slugging
Panels 1 + 2 = 0.12

Notes
H.U. Steven to previous scene.



Notes
H.U. Steven to previous scene.

AUG 06 2013

1020 . 013

Scene

Panel

225 ~~cont~~

3



1020.013

Action Notes

Steven is swinging the mop back and forth.

Slugging

0.10

Scene

Panel

225 ~~cont~~

4



1020.013

Slugging

Panels 4 + 5 = 0.13

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1020.013



Steven The Sword Fighter

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Scene

Panel

225 *cont*

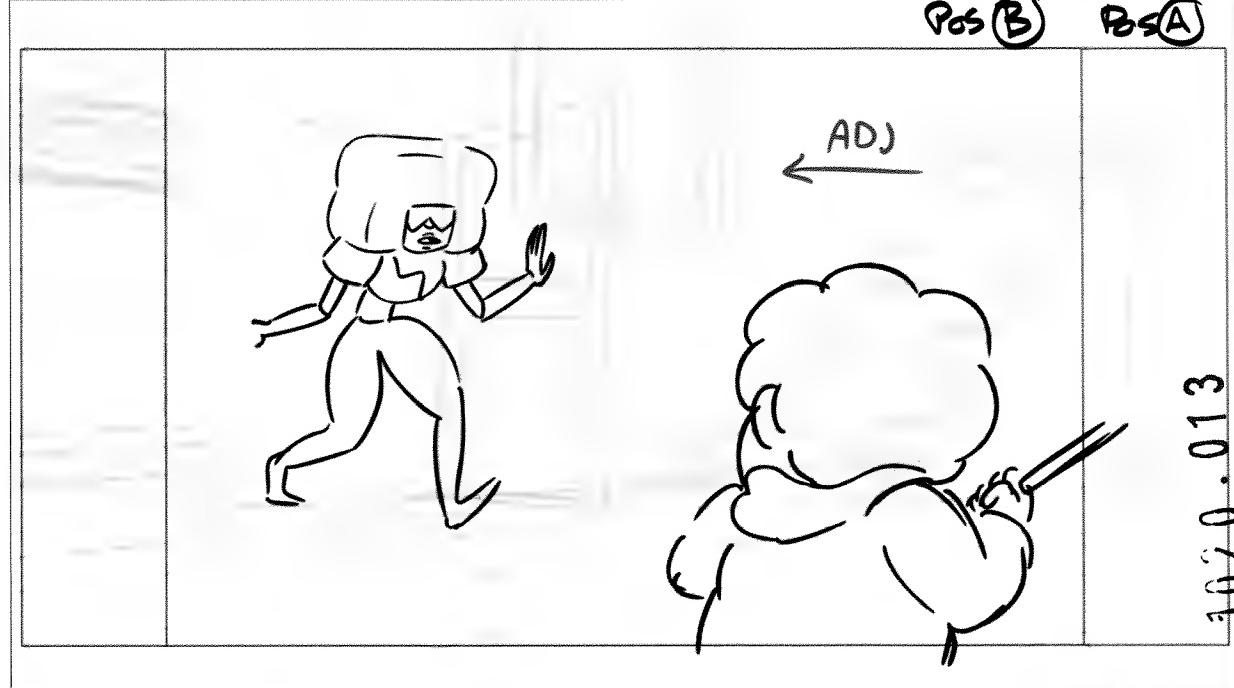
Scene

Panel

225 *cont*

5

6



1020.013

Dialogue

GARNET: Steven! We heard fighting!

Action Notes

Camera ADJ West as Garnet enters.

Garnet opens the door and walks in.

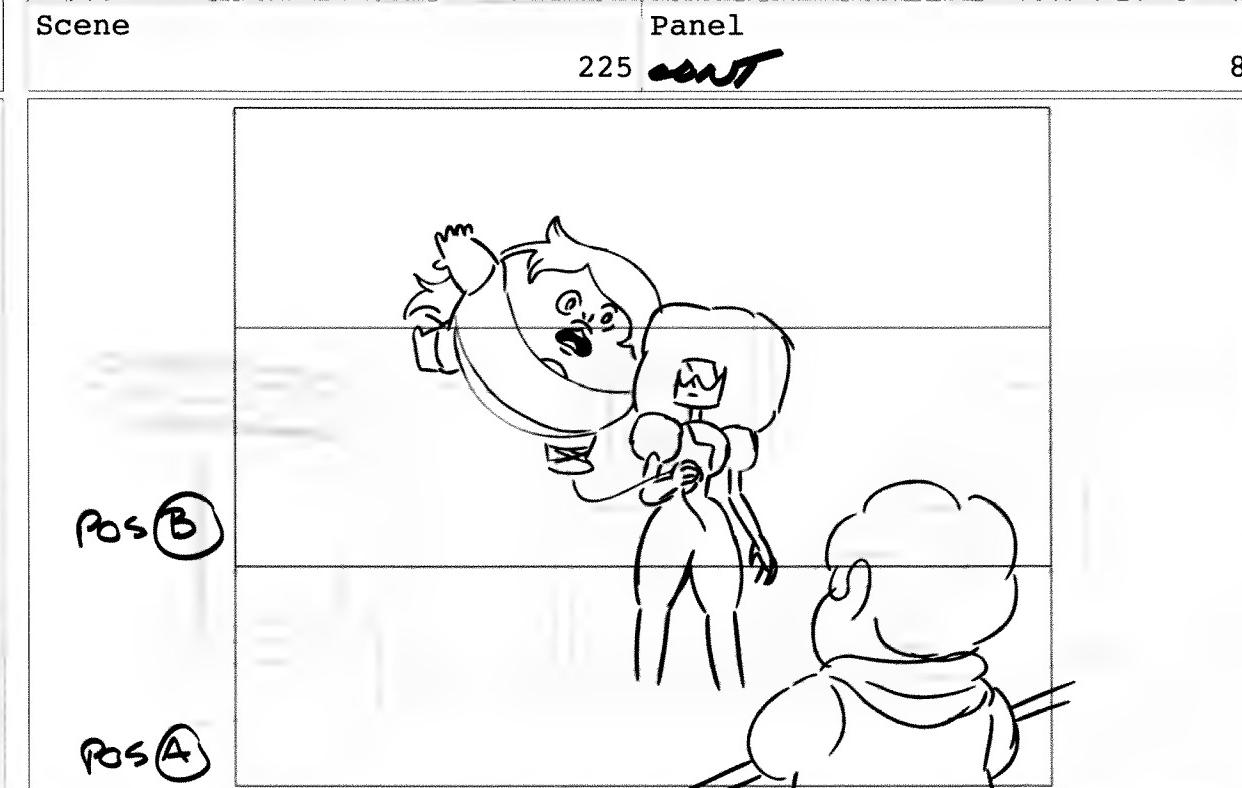
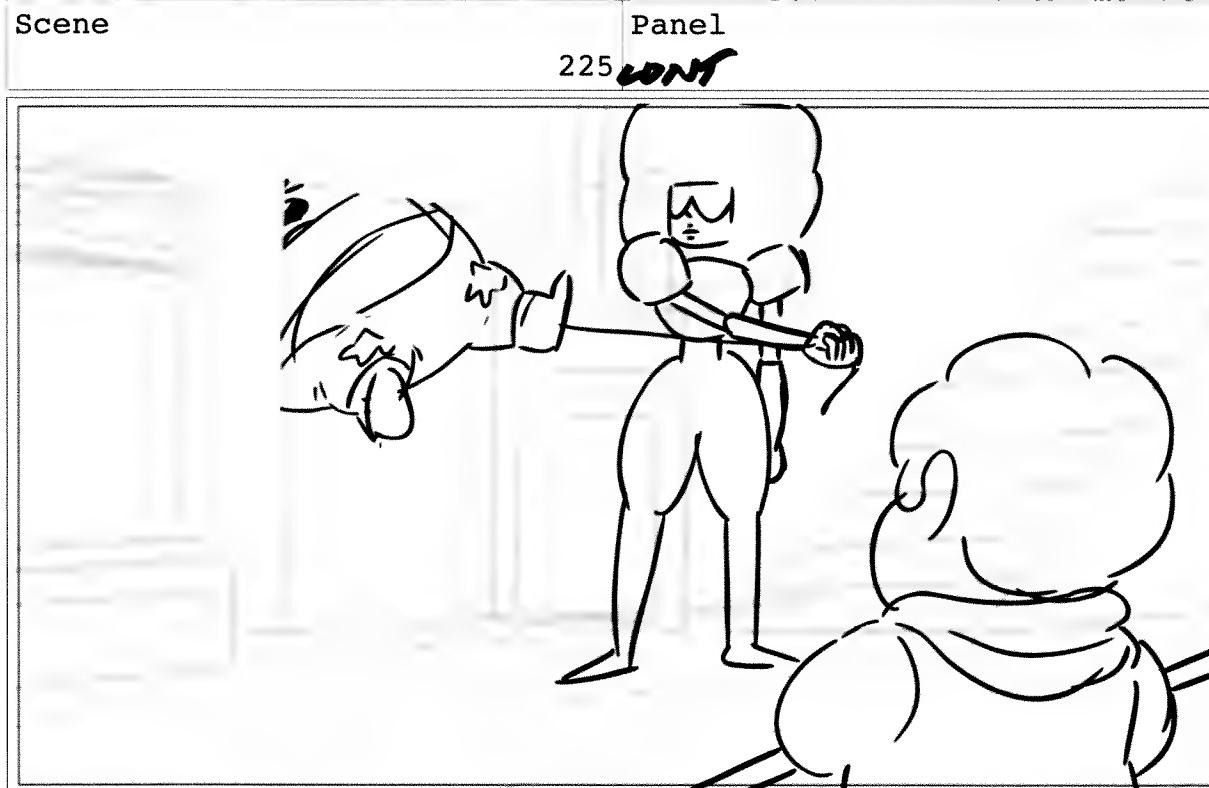
Slugging

ADJ: 0.05

Then HOLD: 2.10

AUG 06 2013

1020.013



1020 . 013

Dialogue

AMETHYST: OW...

Slugging

0.12

Dialogue

AMETHYST: Are you all right? What's going on?

Action Notes

Camera ADJ North as Amethyst is pulled into the house and floats up.

Slugging

ADJ: 0.07

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1020 . 013

1020 . 013

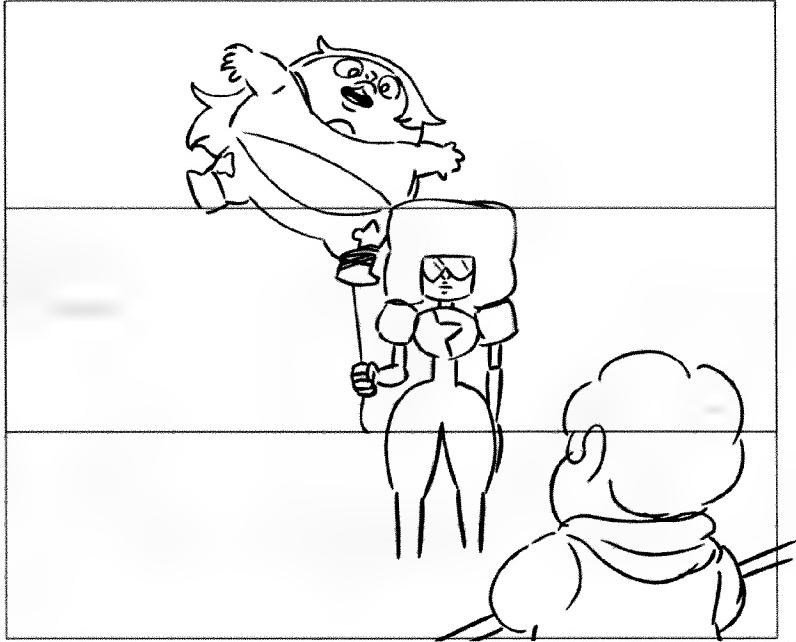


Scene

225 *CONT*

Panel

9



Scene

226

Panel

1



Dialogue

AMETHYST: Are you all right? What's going on?

Slugging

ADJ: 0.06

Then HOLD: 2.11

Dialogue

STEVEN: Oh...

Action Notes

Sparkles float around Steven.

Slugging

1.14

AUG 06 2013

1020.013

1020.013

1020.013



Scene

Panel
226 cont

2



Scene

Panel
226 cont

3



Dialogue

STEVEN: just moppin...

Action Notes

Sparkles start to gather together next to Steven.

Slugging

2.00

Dialogue

STEVEN: *Gasp*

Action Notes

Steven notice sparkles gathering together next to Steven.

Slugging

0.14

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1020.013

1020.013

1020.013



Scene

Panel
226 *cont*

4



Scene

Panel
226 *cont*

5

Slugging
0.08

Dialogue

STEVEN: DIE!!!

Action Notes

Steven hits the clump of sparkles - Steven slightly lifted in the air because of the impact.

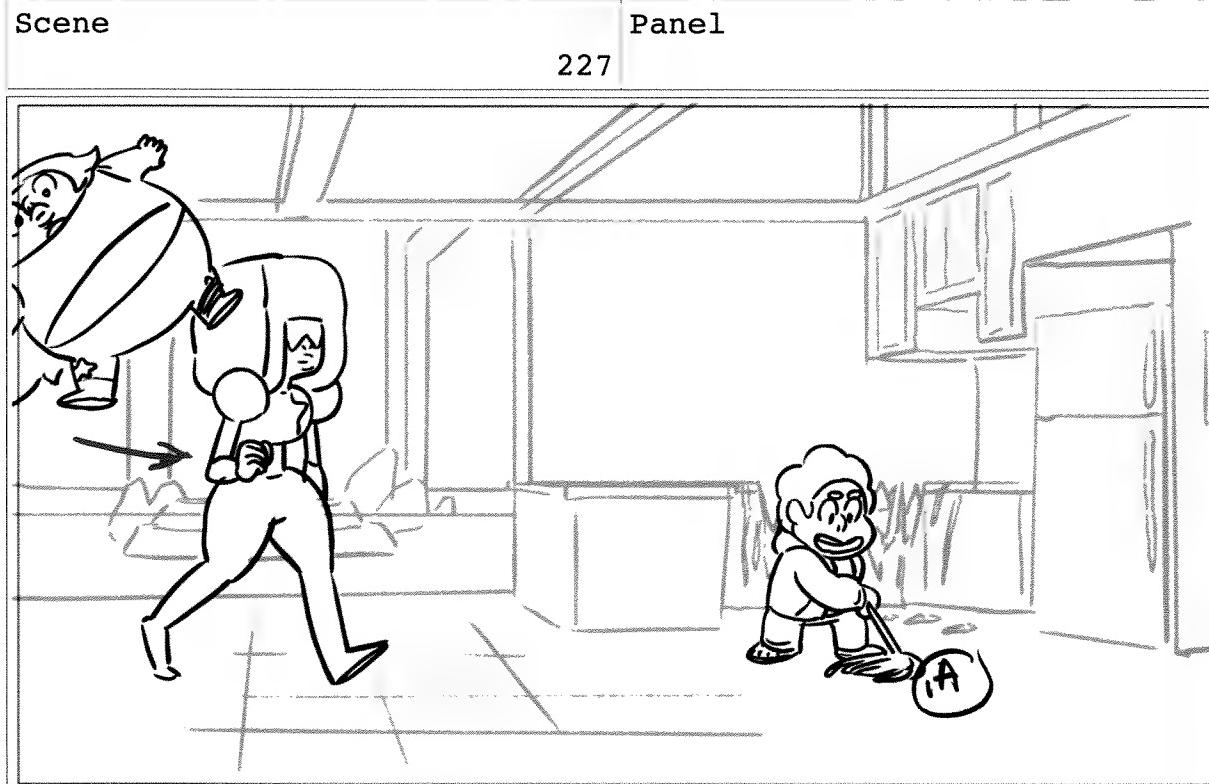
Slugging
1.03

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1020 . 013

1020 . 013

1020 . 013

**Dialogue**

STEVEN: You know...

Slugging

1.08

Notes

Need H.U. to previous scene. In Previous scene
to mop



and start

1B

**Dialogue**

STEVEN: I might miss Pearl a whole lot but...

Action Notes

Steven is sweeping the mop back and forth.

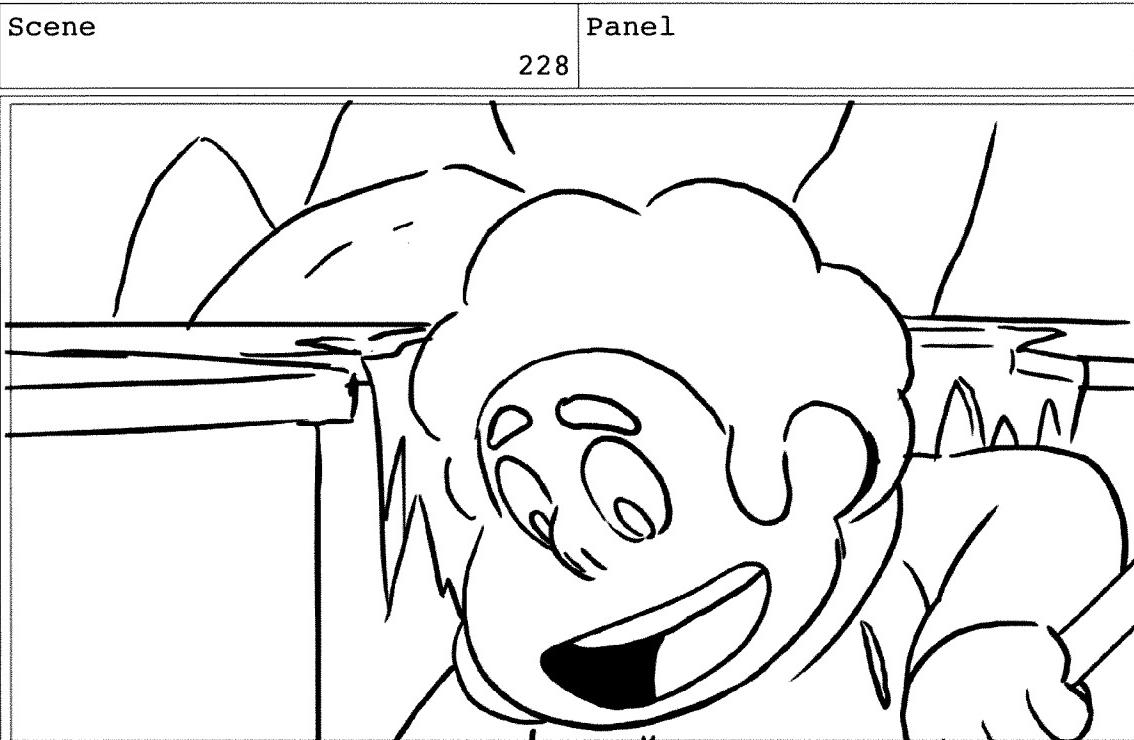
Slugging

3.15



AUG 06 2013

1020 . 013



Slugging
Panels 1 + 2 = 0.04

Notes

Need -SP- H.U. for Steven's hand to previous scene. His hand is higher on the mop handle.

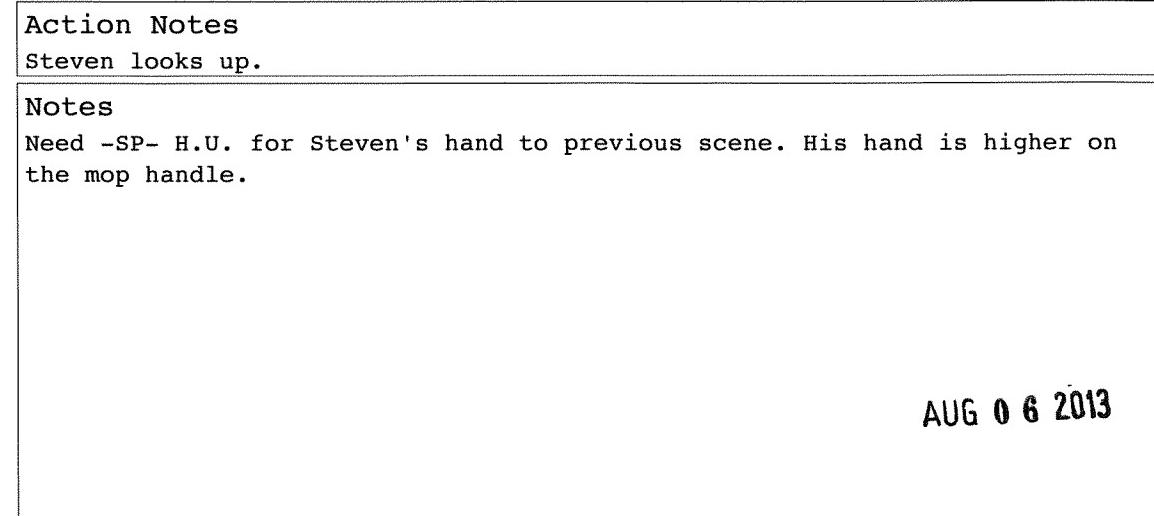
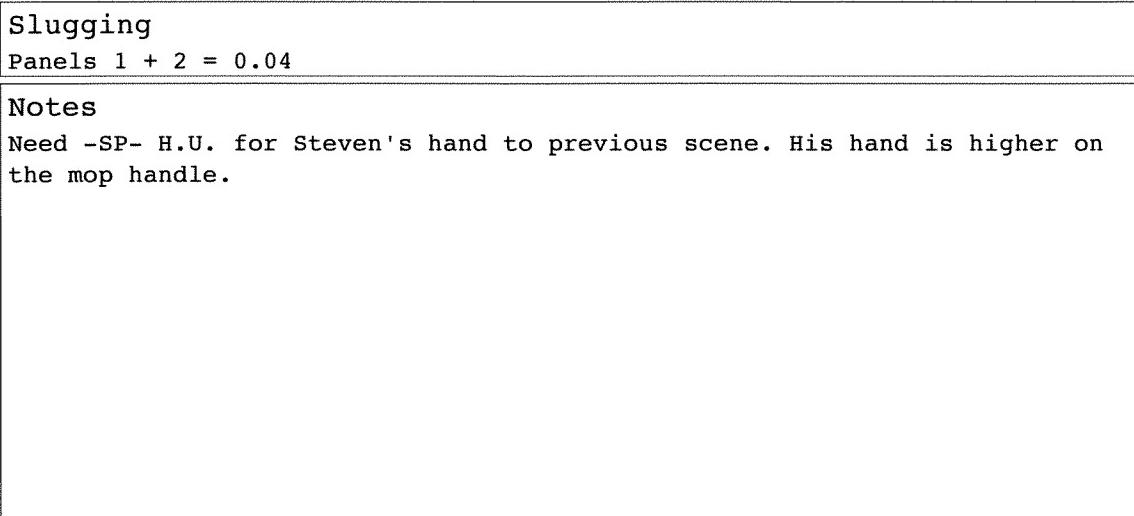


Action Notes
Steven looks up.

Notes

Need -SP- H.U. for Steven's hand to previous scene. His hand is higher on the mop handle.

AUG 06 2013



1020.013

1020.013



Scene

Panel

228 *cant*

3



Dialogue

STEVEN: Some times you just have to...

Action Notes

Steven slightly pushes mop handle forward.

Slugging

2.07

Scene

Panel

228 *cant*

4



Dialogue

STEVEN: ...accept things the way they are before...

Slugging

2.05

AUG 06 2013

1020.013

1020.013

1020.013



Scene

Panel

228 *cont*

5



Action Notes

Pearl's gem GLOWS O/S - in front of Steven.

Slugging

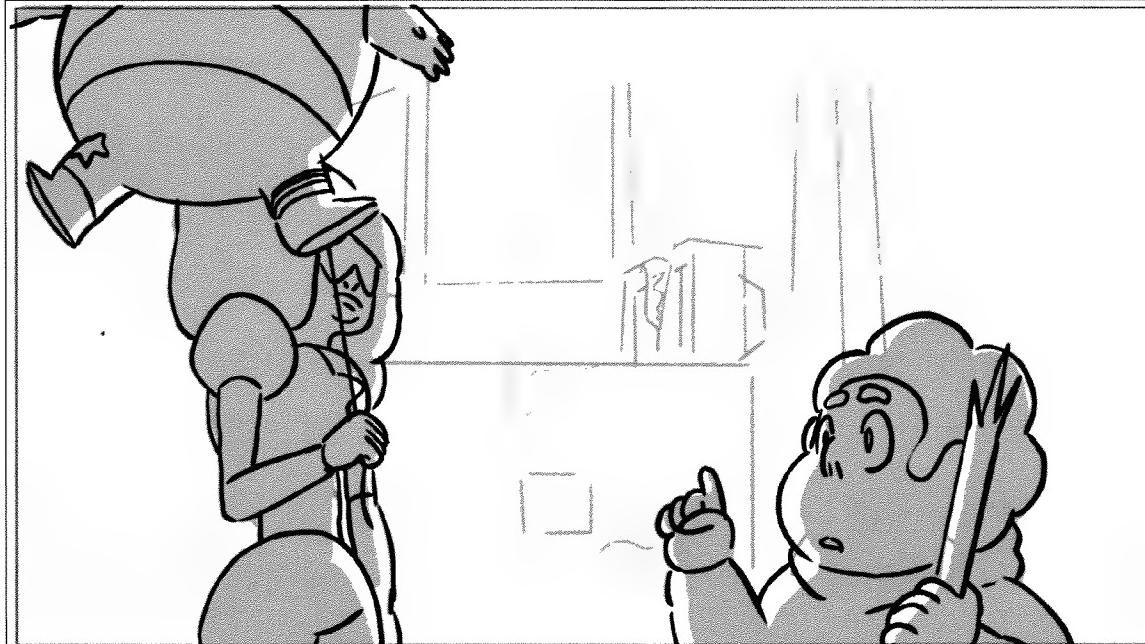
1.02

Scene

Panel

229

1



Action Notes

Pearl's Gem glowing in the BG.

Slugging

Panels 1 + 2 = 1.04

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1020.013

1020.013

1020.013

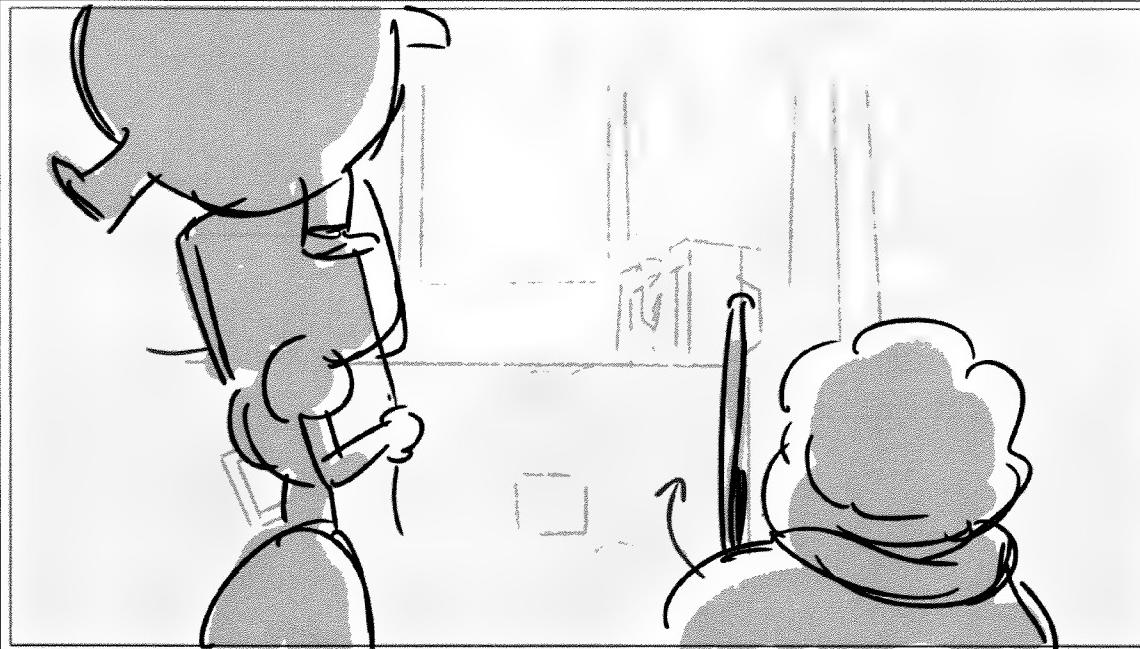


Scene

Panel

229 *cont*

2



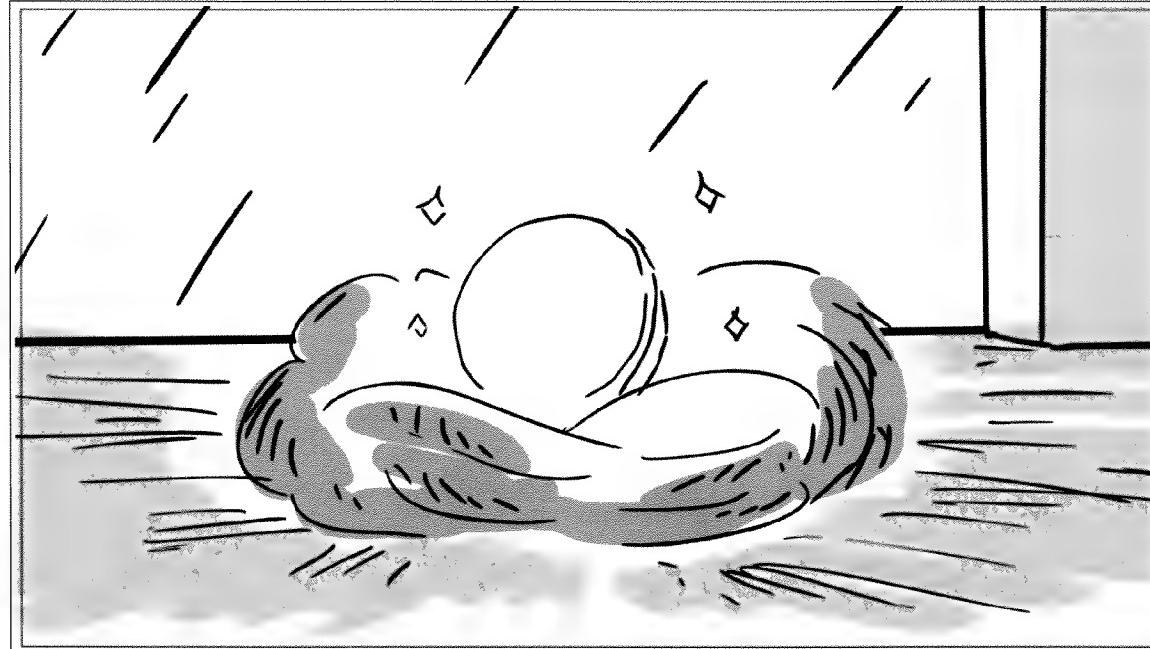
1020.013

Scene

Panel

230

1



1020.013

Action Notes

Steven looks up.

Garnet turns towards the glow.

Pearl's Gem glowing in the BG.

Action Notes

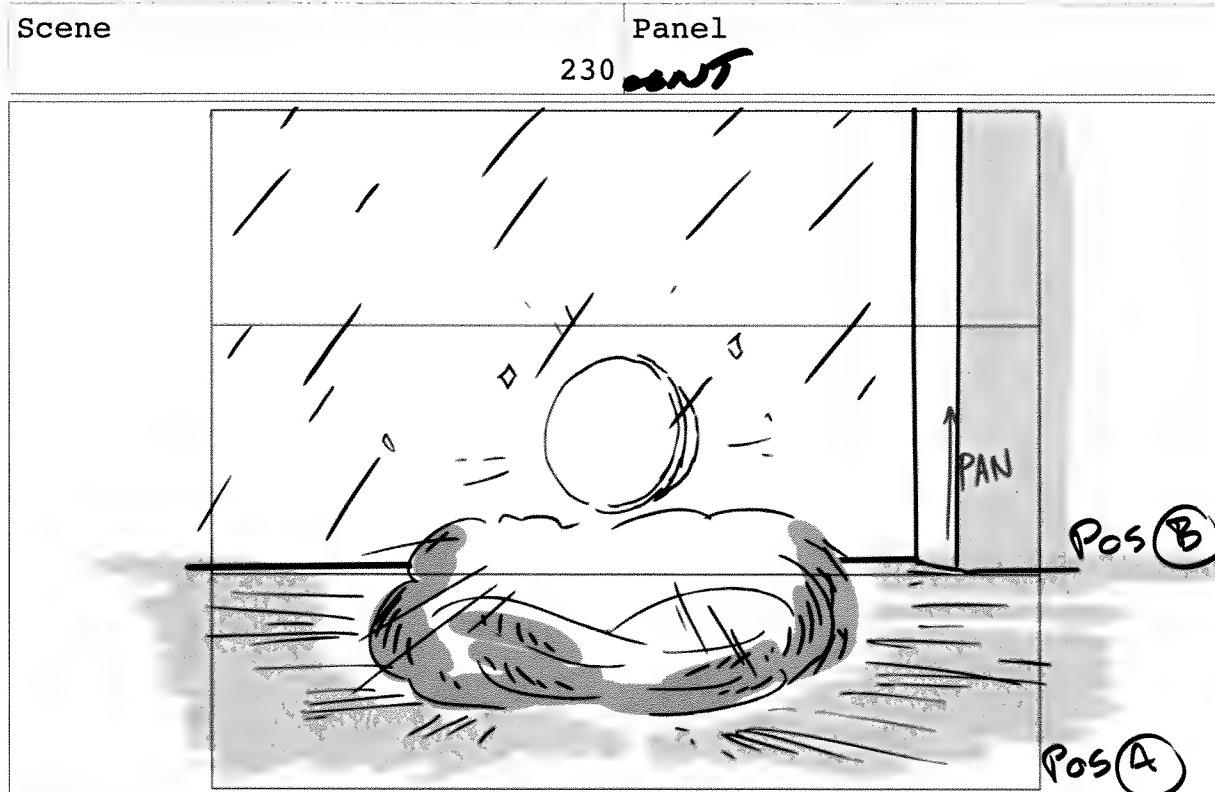
Pearl's gem is glowing bright.

Slugging

0.09

AUG 06 2013

1020.013

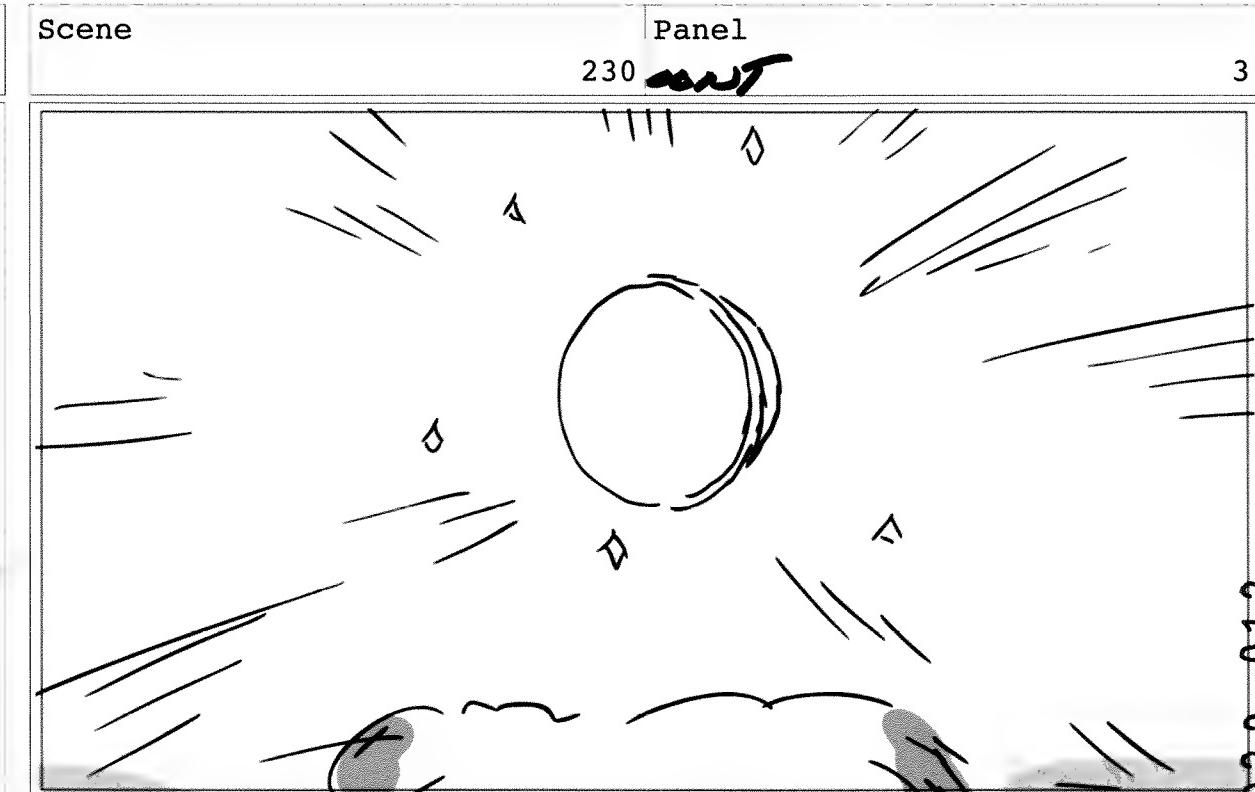
**Action Notes**

Pearl's gem starts to lift up.

Camera ADJ North with gem.

Slugging

ADJ: 1.03

**Action Notes**

Pearl's gem glows bright.

Slugging

1.08

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1020 013

1020 . 013

1020 . 013



Steven The Sword Fighter

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Scene

Panel

231

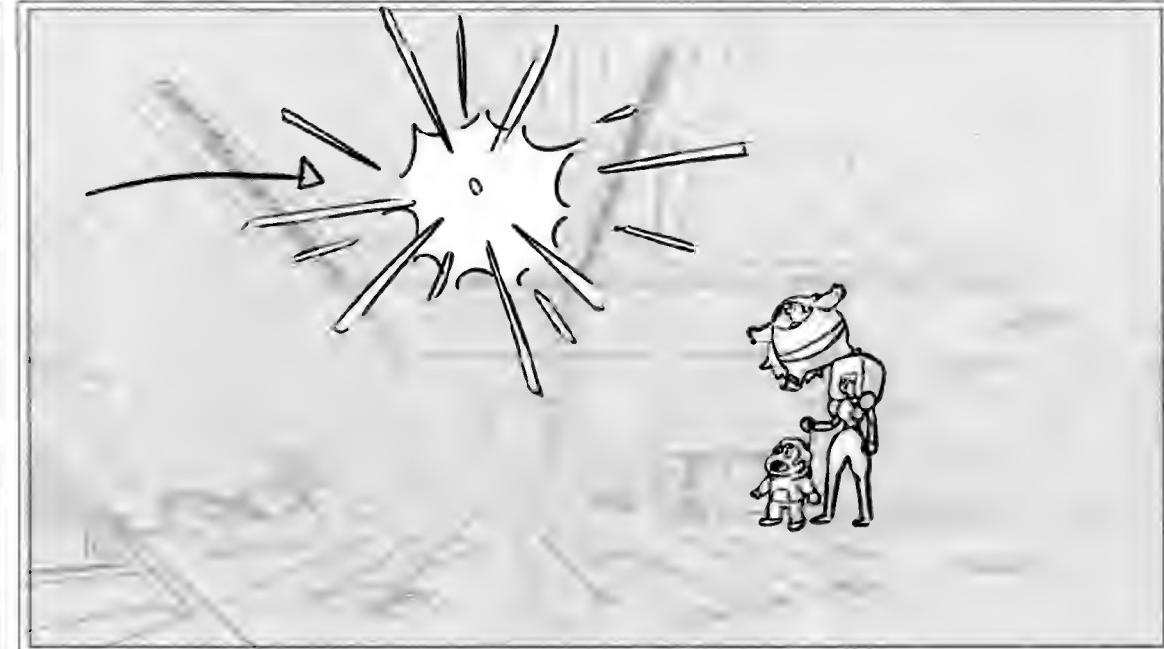
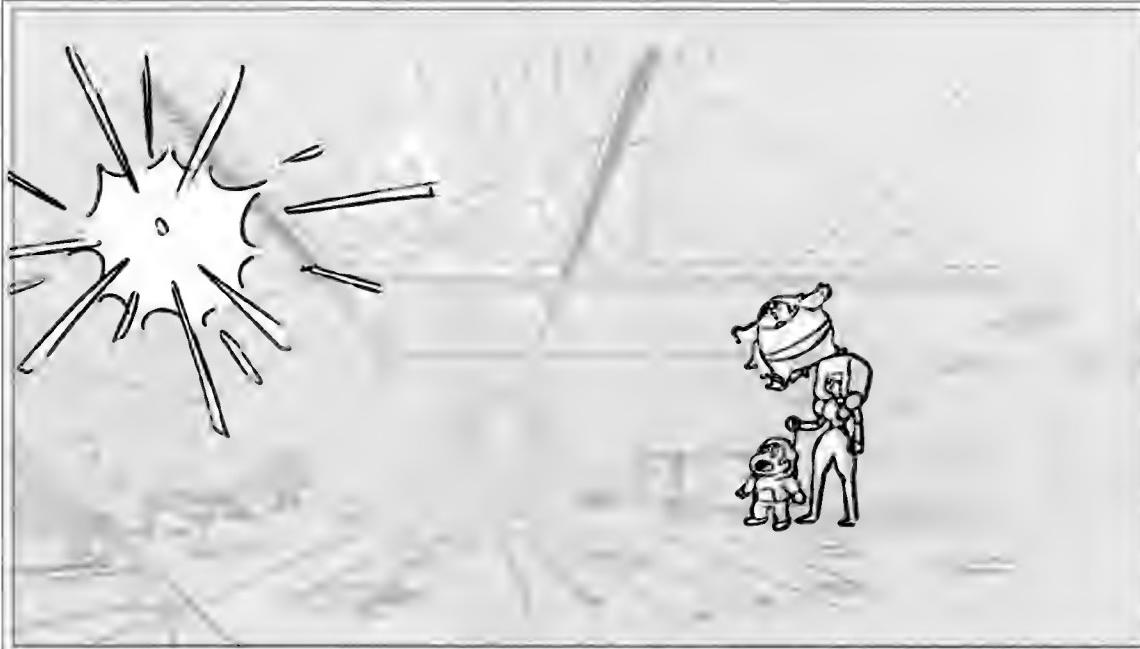
Scene

Panel

231

cont

2



1020.013

Action Notes

Pearl's gem is glowing bright.

Slugging

Panels 1 + 2 = 1.14

Notes

Gem climbing in this shot.

Action Notes

Pearl's gem is glowing bright.

pearl's gem floats towards A, G and S

Notes

Gem climbing in this shot.

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Scene 232 Panel 1

**Action Notes**

Lots of bright light.

The gem starts to morph into Pearl.

Slugging

0.07

Scene 232 Panel 2 cont

**Action Notes**

BG shrink / pulls back.

Lots of bright light.

The gem starts to morph into Pearl.

Slugging

0.06

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Action Notes
BG shrinks/pulls back.
Lots of bright light.
The gem starts to morph into Pearl.

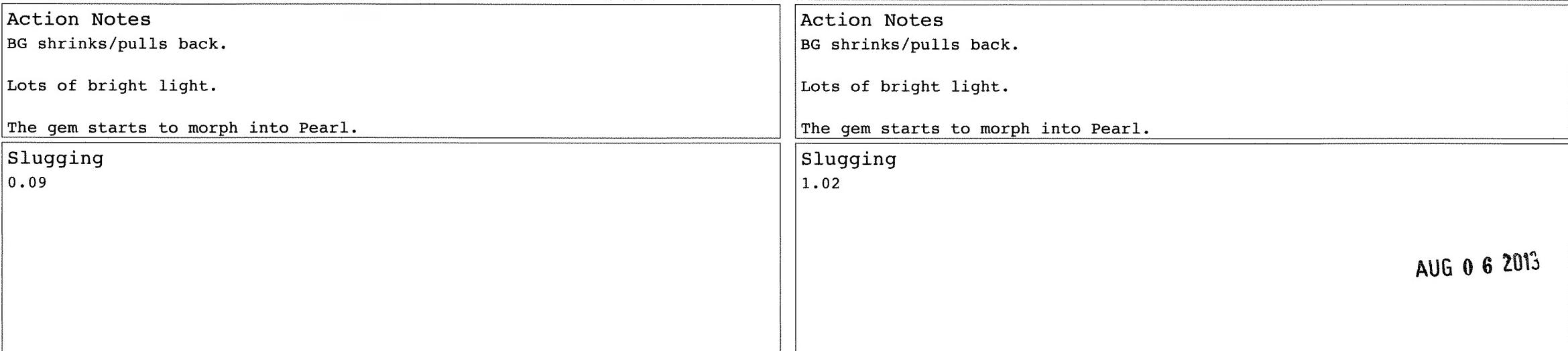
Slugging
0.09



Action Notes
BG shrinks/pulls back.
Lots of bright light.
The gem starts to morph into Pearl.

Slugging
1.02

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1020.013

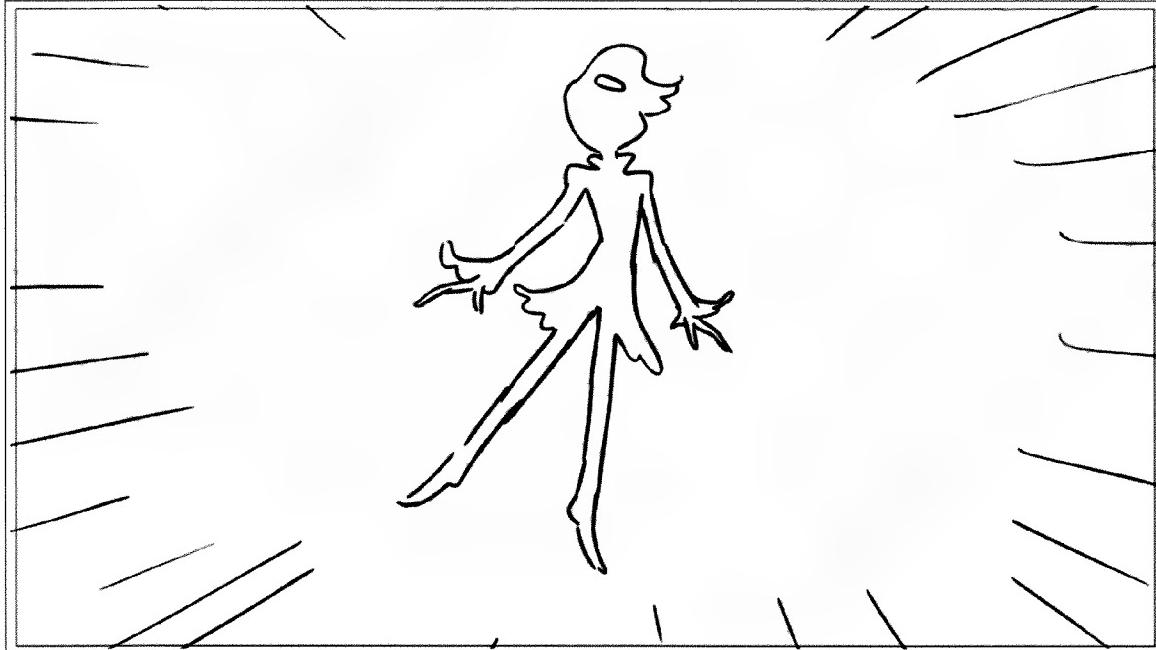
1020.013



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Scene 232 Panel **cont** 5



Scene 232 Panel **cont** 6



Action Notes
Lots of bright light.

Slugging
0.05

Action Notes
Lots of bright light.

Slugging
0.06

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Scene

Panel
232 *cont*

7



Action Notes

Lots of bright light.

Slugging

0.06



Scene

Panel
232 *cont*

8



Action Notes

Lots of bright light.

Slugging

0.05



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1020.013



Scene

Panel

232 *cont*

9



Scene

Panel

232 *cont*

10



1020.013

Action Notes

Sparkles around Pearl.

Slugging

0.06

Action Notes

Sparkles fade - Light fades.

Slugging

1.08

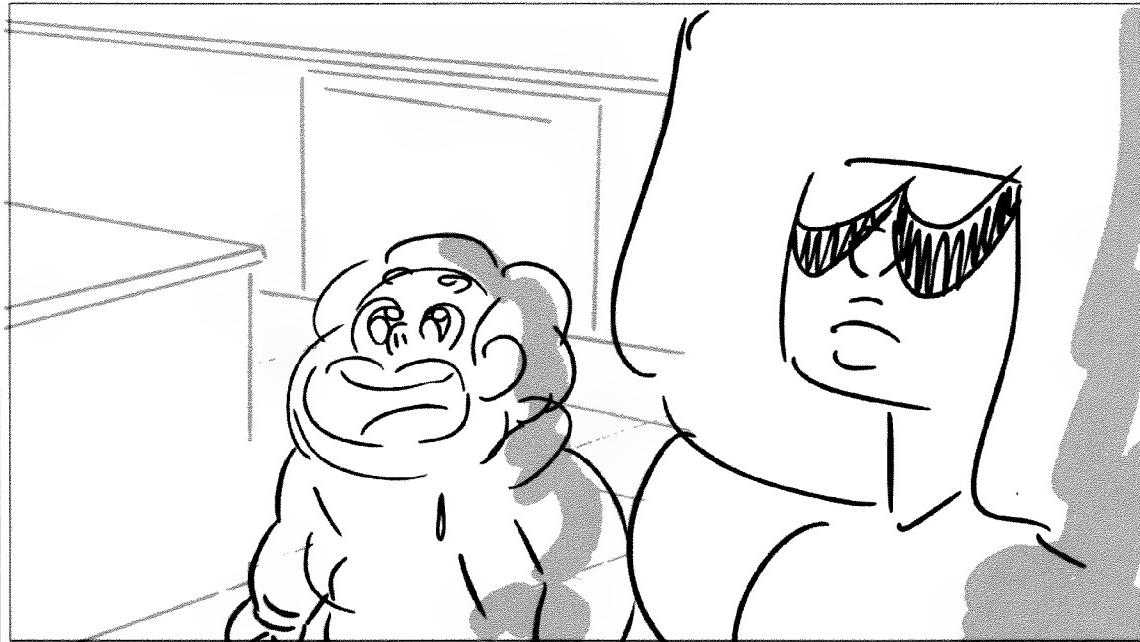
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Scene 233 Panel 1



Dialogue
STEVEN: Nevermind...

Slugging
0.13

Scene 233 Panel 2 cont



Dialogue
STEVEN: Pearls back!

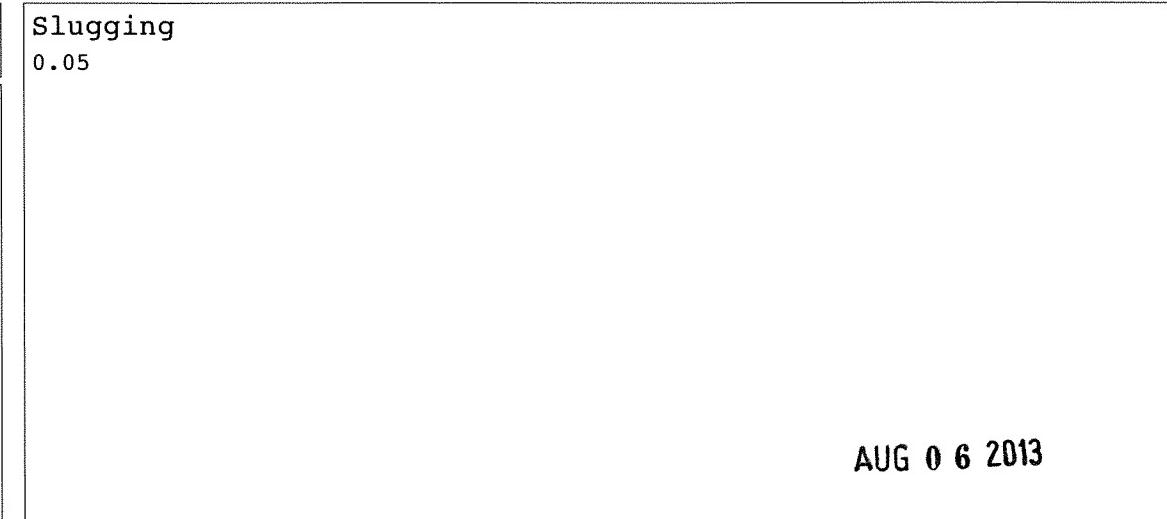
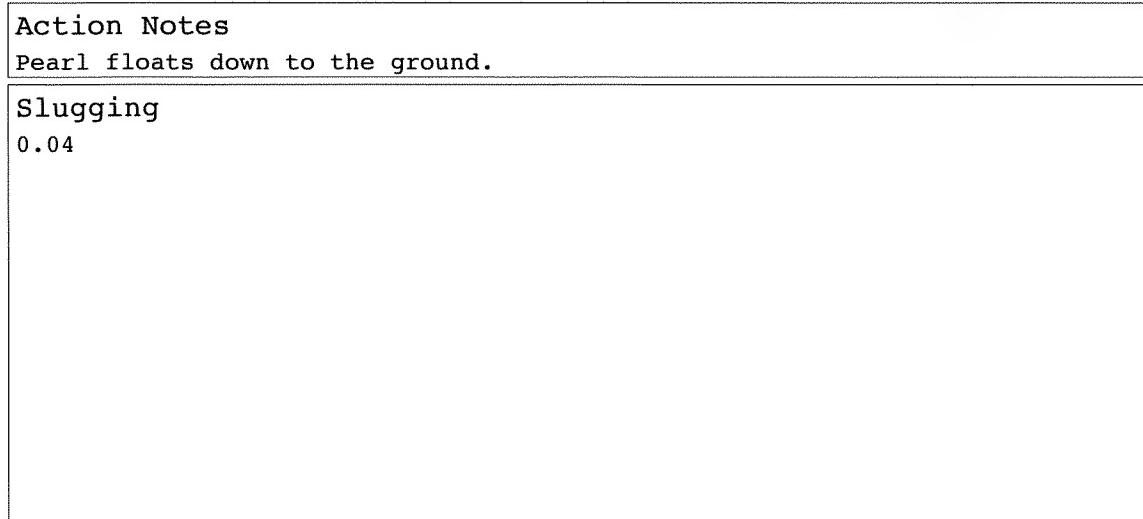
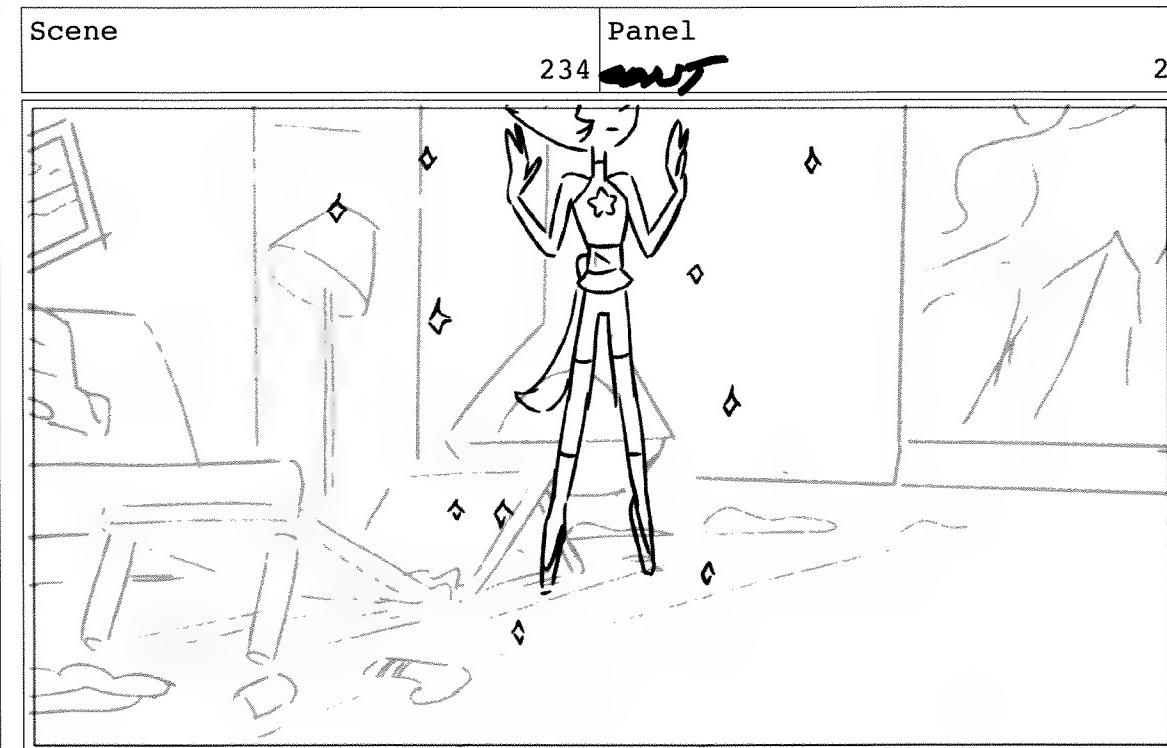
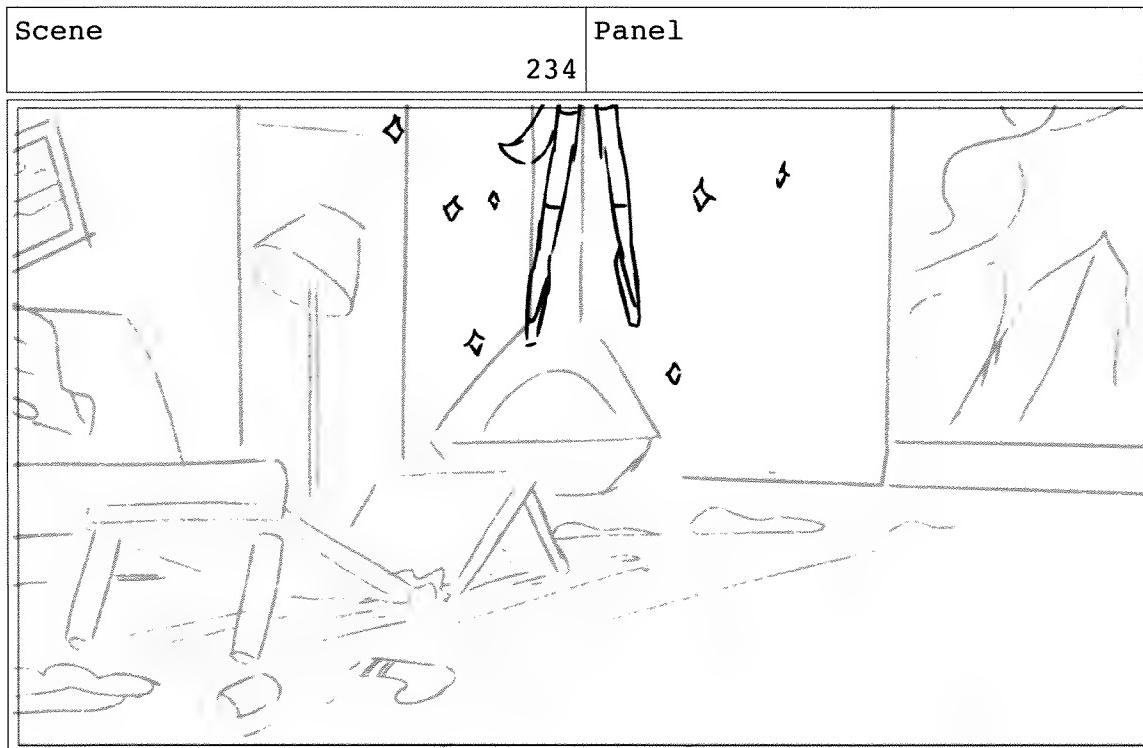
Slugging
1.07

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1020.013

- - - - -

1020.013



1020 . 013

1020 . 013



Dialogue
PEARL: (breathe in)

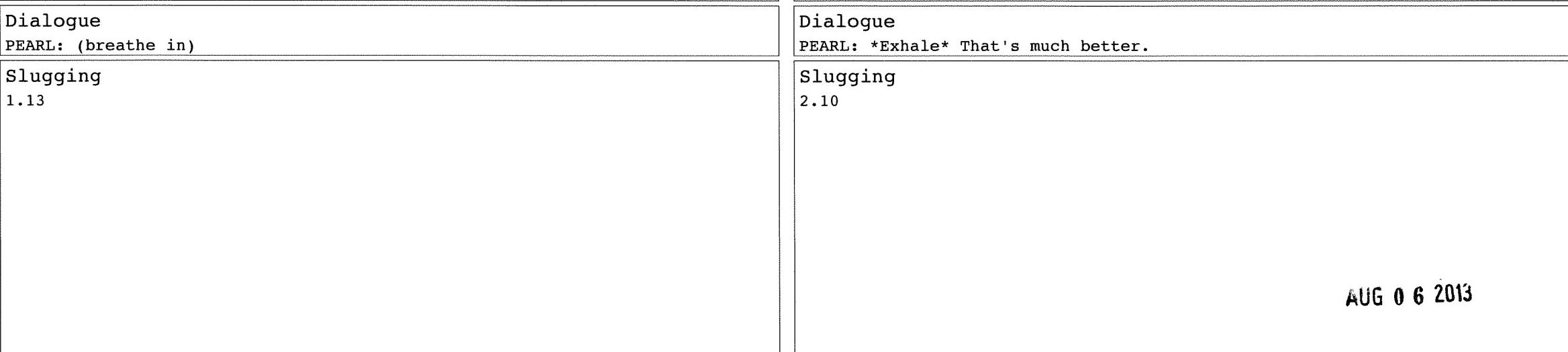
Slugging
1.13



Dialogue
PEARL: *Exhale* That's much better.

Slugging
2.10

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1020.013



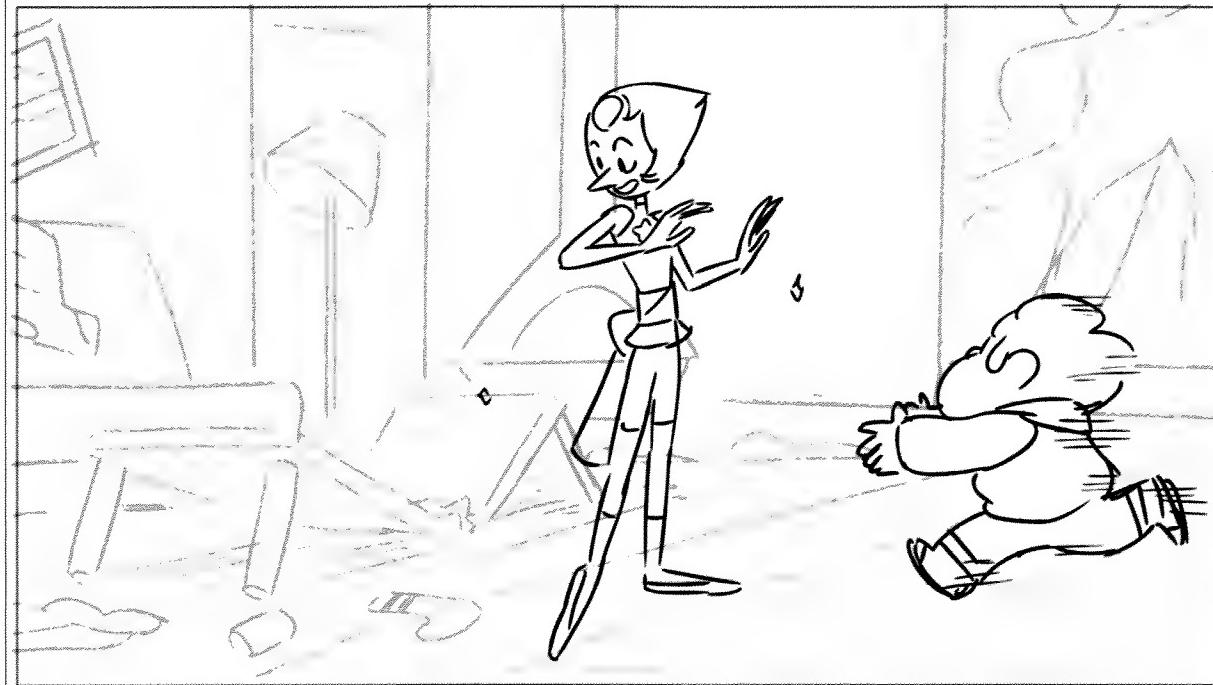
Scene

Panel

234

cont

5



1020.013

Scene

Panel

234

cont

Pos B

Pos A

6

PAN



1020.013

Slugging
0.06

Dialogue

PEARL: OOOOF

Action Notes

Camera ADJ West - Follows Steven's impact hugging Pearl.

Slugging

ADJ: 0.04

Then HOLD: 0.13

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Scene

Panel

234 *cont*

7

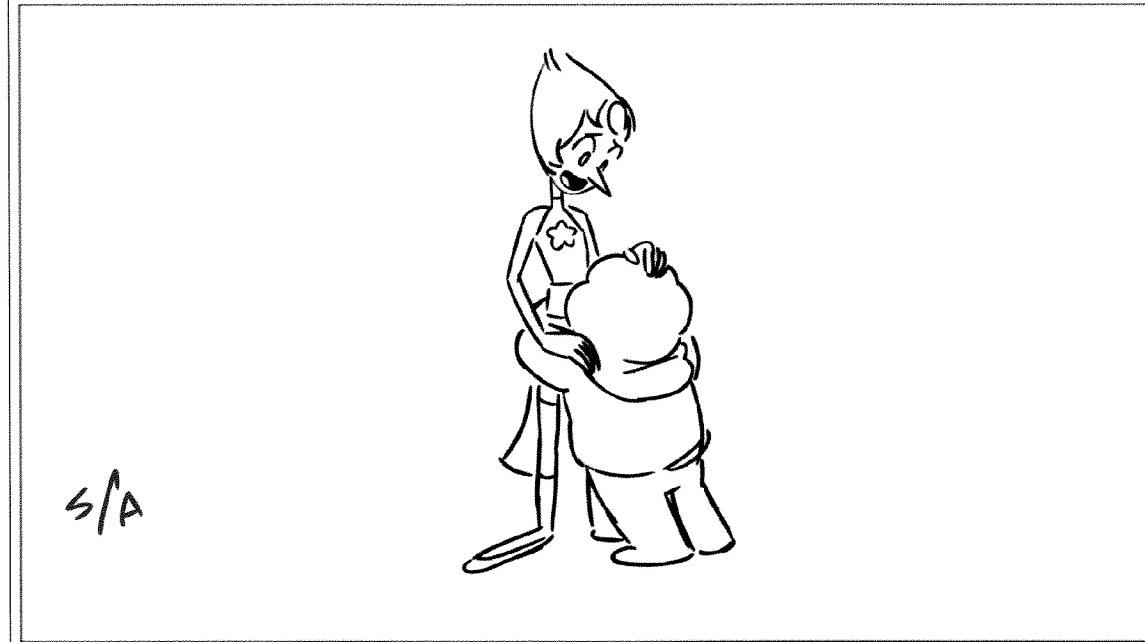


Scene

Panel

234 *cont*

8



Dialogue

PEARL: Hey!

Slugging

1.05

Dialogue

PEARL: Miss me much?

Slugging

1.10

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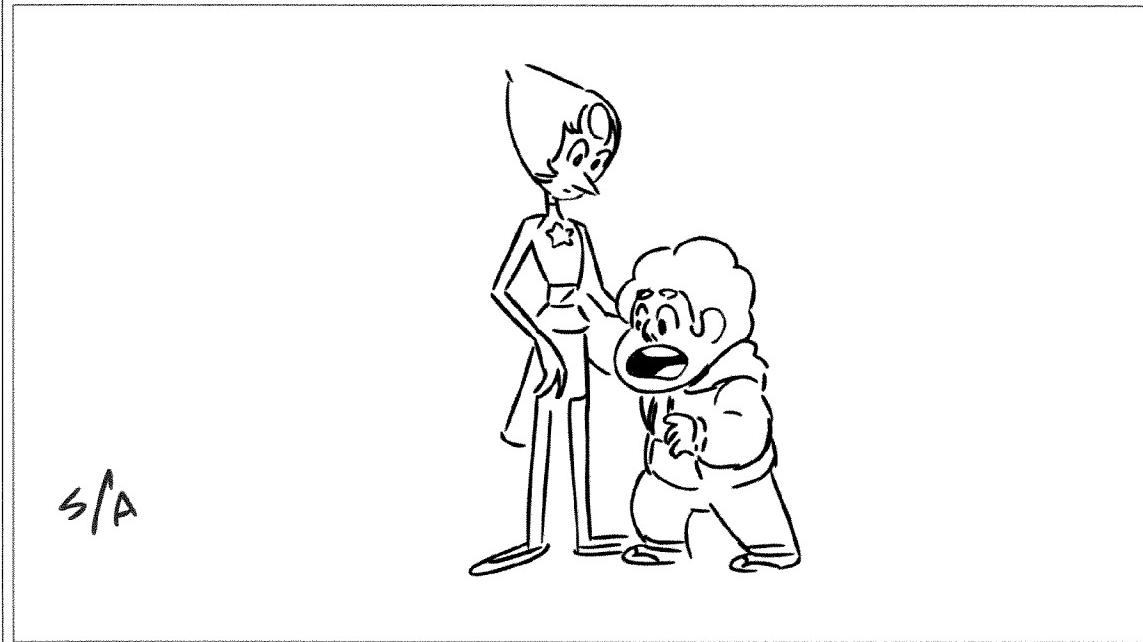
1020.013

1020.013

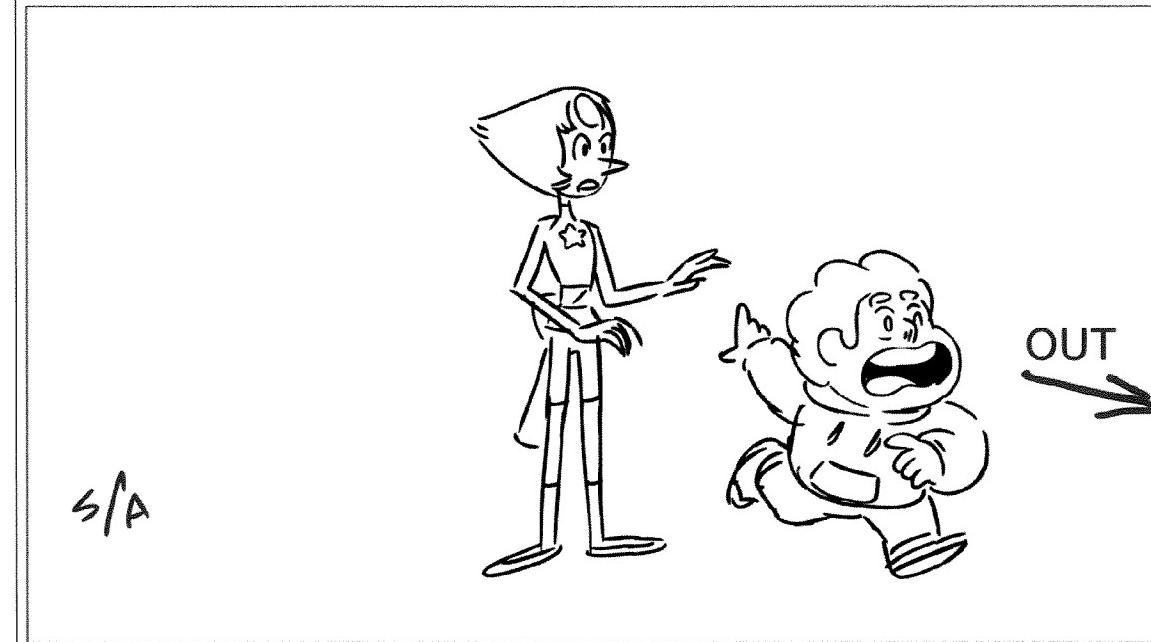
1020.013



Scene 234 Panel *cont* 9



Scene 234 Panel *cont* 10



Dialogue
STEVEN: Aww man i had this whole thing...

Slugging
2.09

Dialogue
STEVEN: ... planned out for when you...

Action Notes
Steven runs OUT East.

Slugging
1.04

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1020.013

1020.013

1020.013



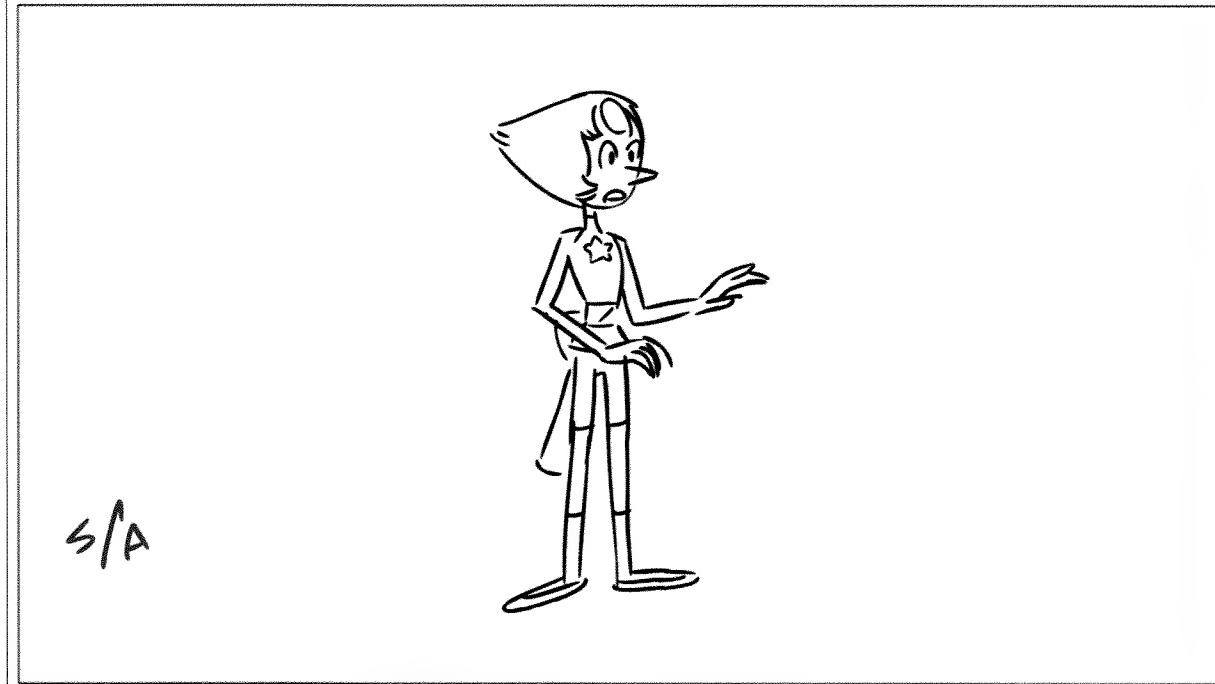
Scene

Panel

234

cont

11



Dialogue

STEVEN: ... came back!

Slugging

0.08

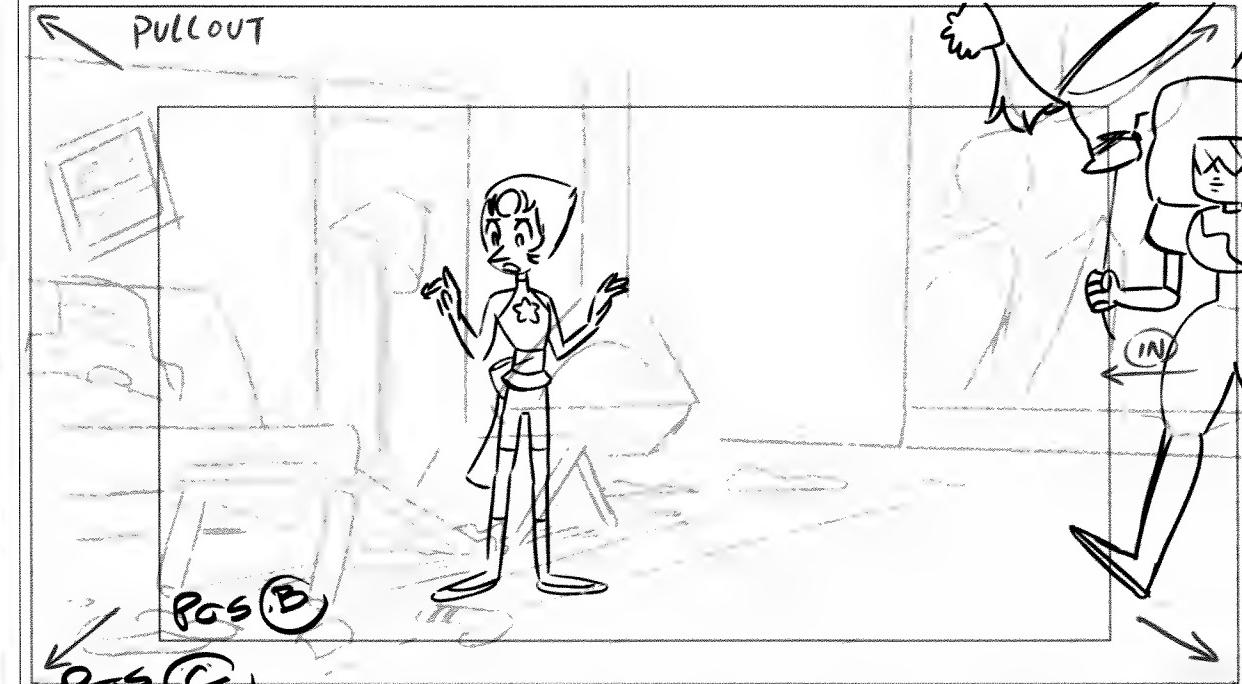
Scene

Panel

234

cont

12



Dialogue

PEARL: Uh...

Action Notes

Camera pull OUT.

Garnet walks IN East with Amethyst floating IN.

Slugging

HOLD: 0.15

Then ADJ: 0.12

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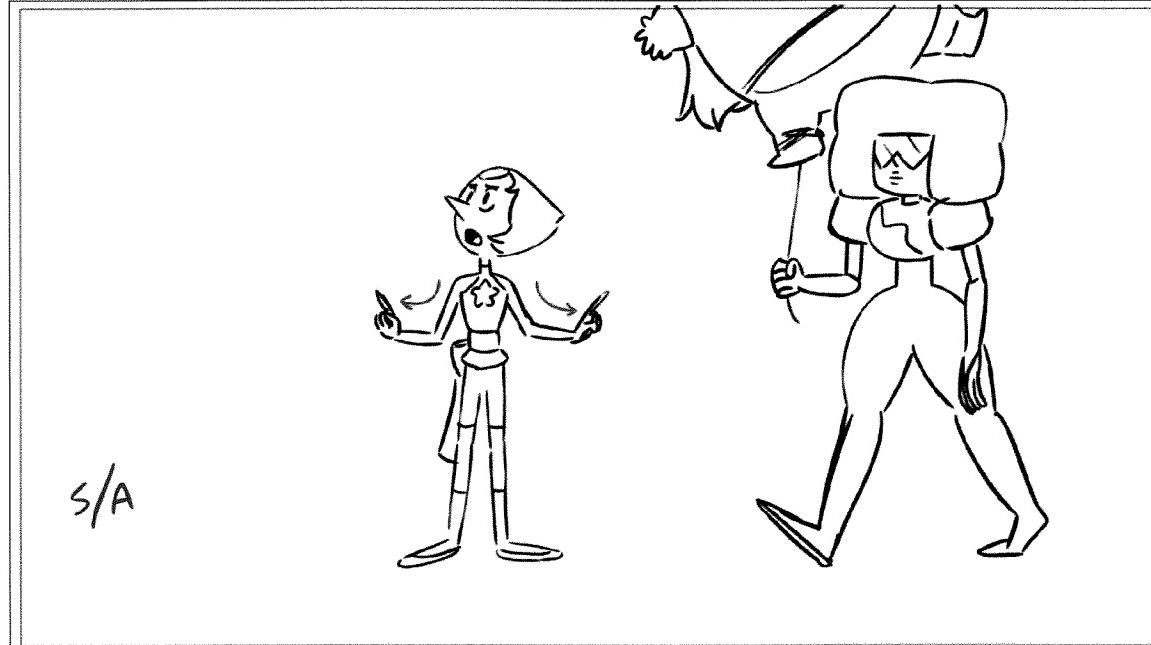
1020.013



Scene

Panel
234 cont

13



S/A

Dialogue

PEARL: Steven, what happened to your room?

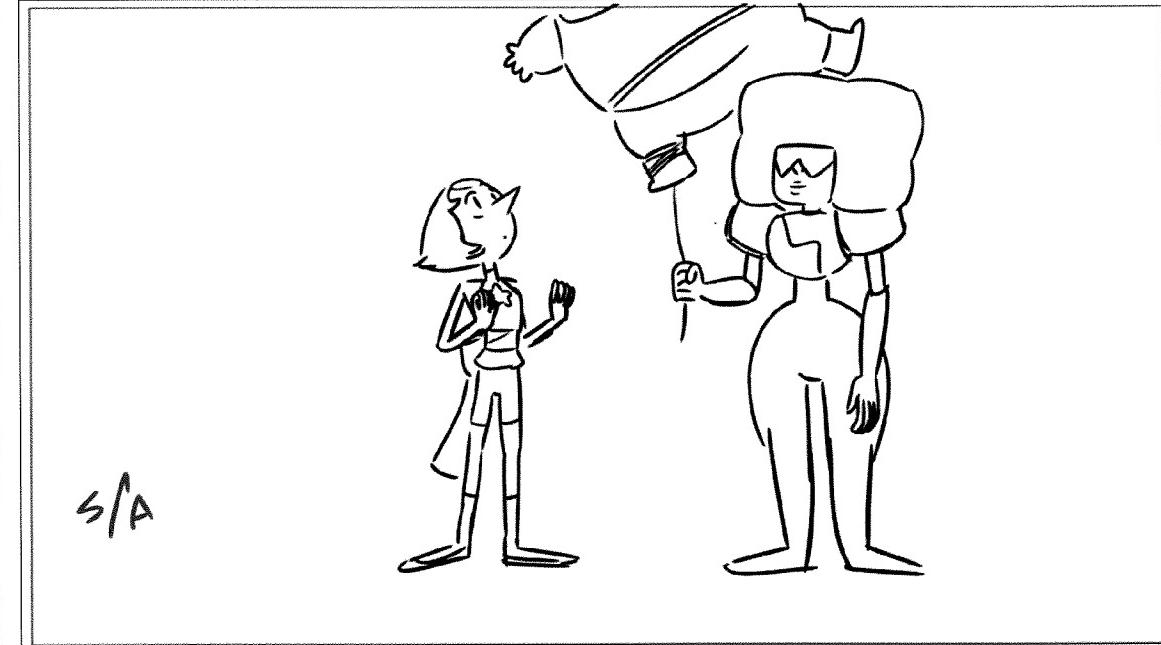
Slugging

3.09

Scene

Panel
234 cont

14



S/A

Slugging

0.15

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1020.012

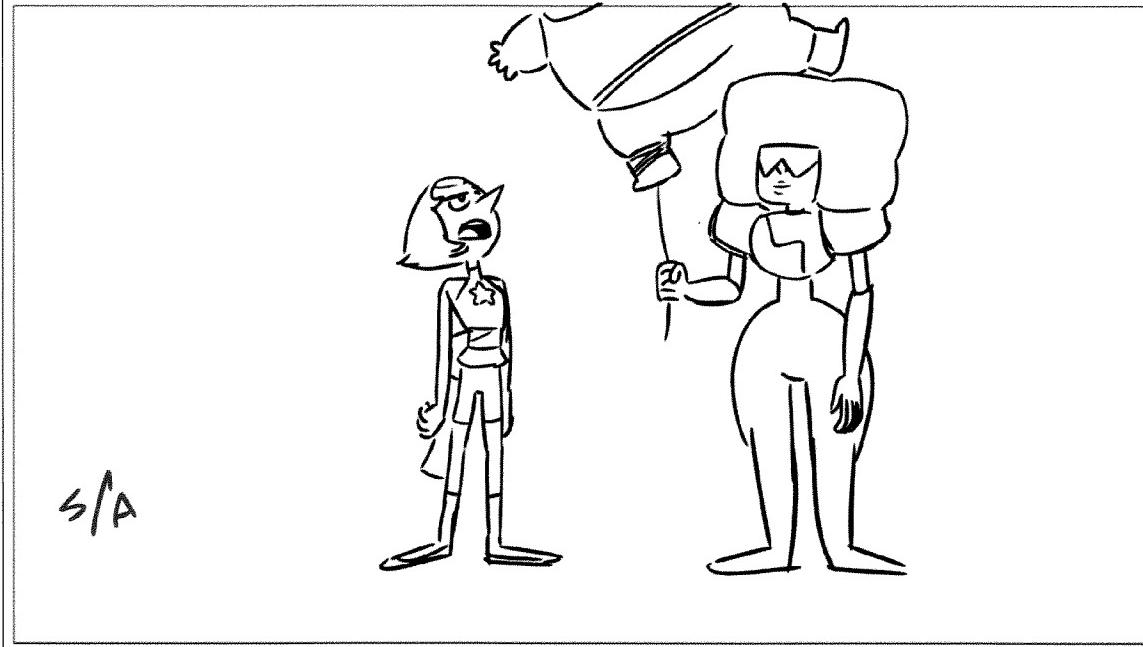
1020.013



Scene

234 Panel
cont

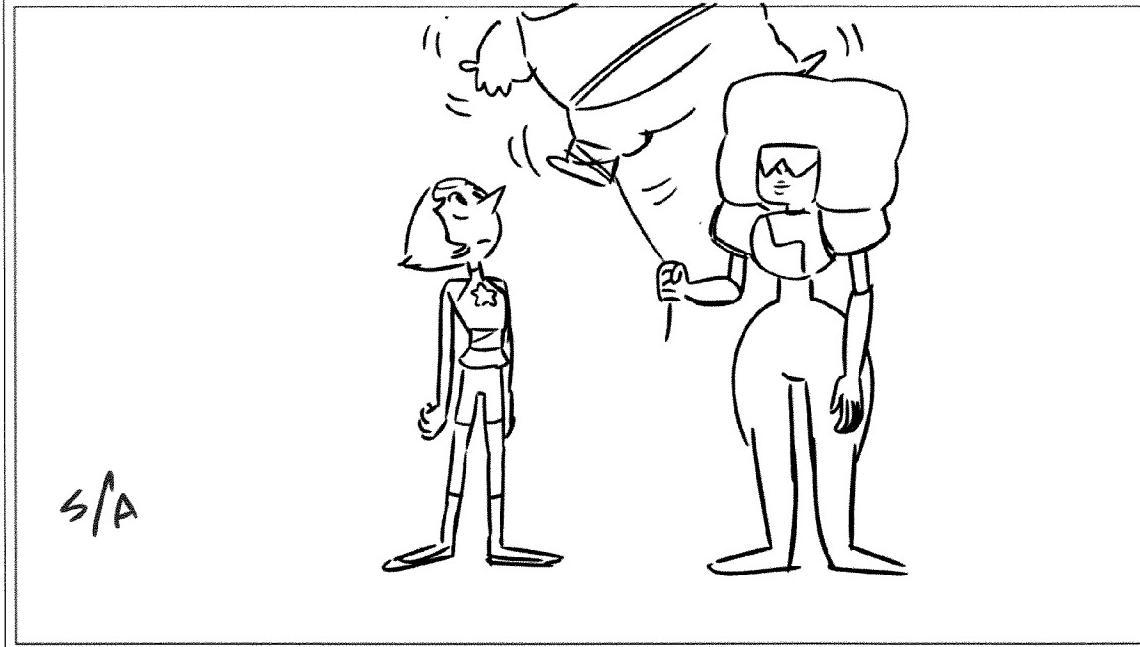
15



Scene

234 Panel
cont

16



Dialogue

PEARL: I don't even want to know what happened to you.

Slugging

3.10

1020.013

Dialogue

AMETHYST: I got hit by airplane.

Action Notes

Amethyst is shaking.

Slugging

2.14

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1020.011

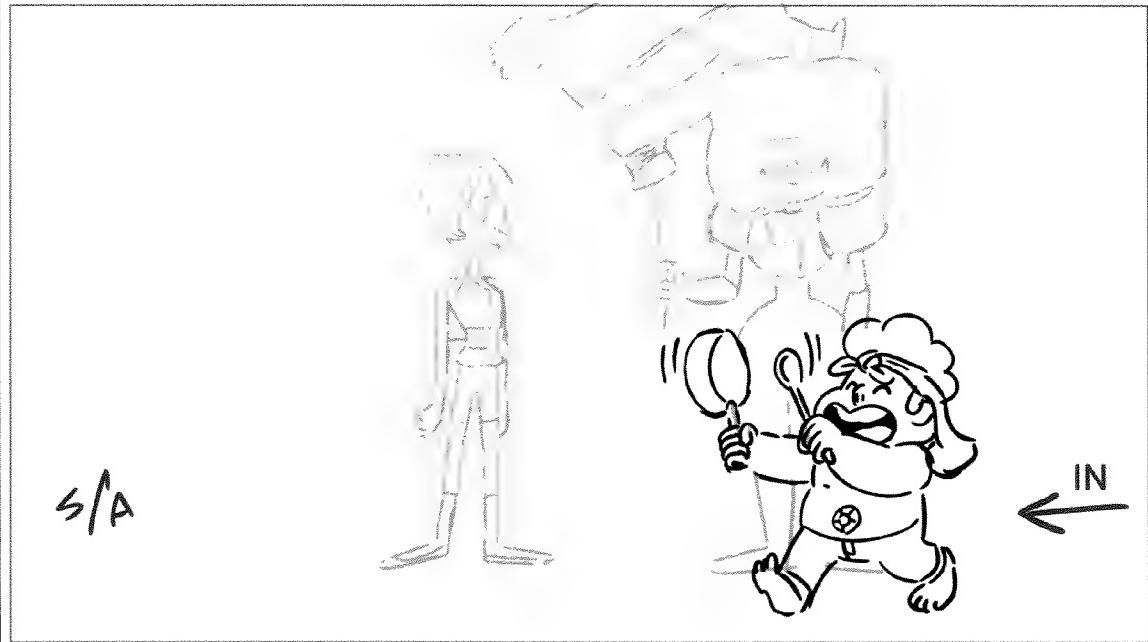
1020.013



Scene

Panel
234 *cont*

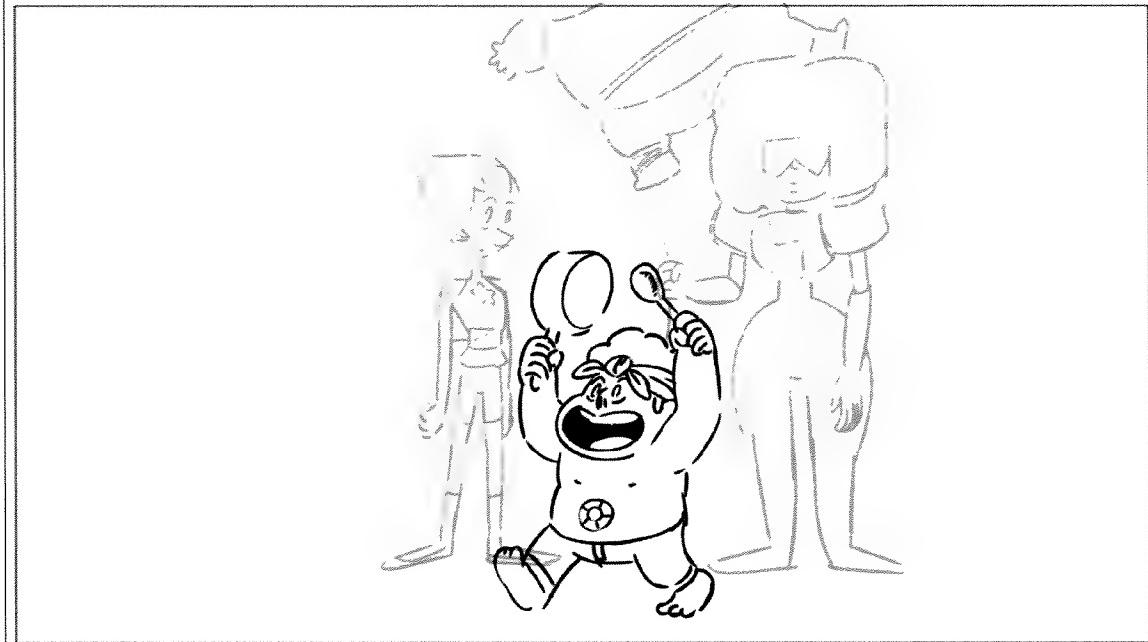
17



Scene

Panel
234 *cont*

18



Dialogue

STEVEN: Pearls back!

Action Notes

Steven IN East.

Steven is banging the spoon on the pot.

Slugging

1.08

Dialogue

STEVEN: Pearls back!

Slugging

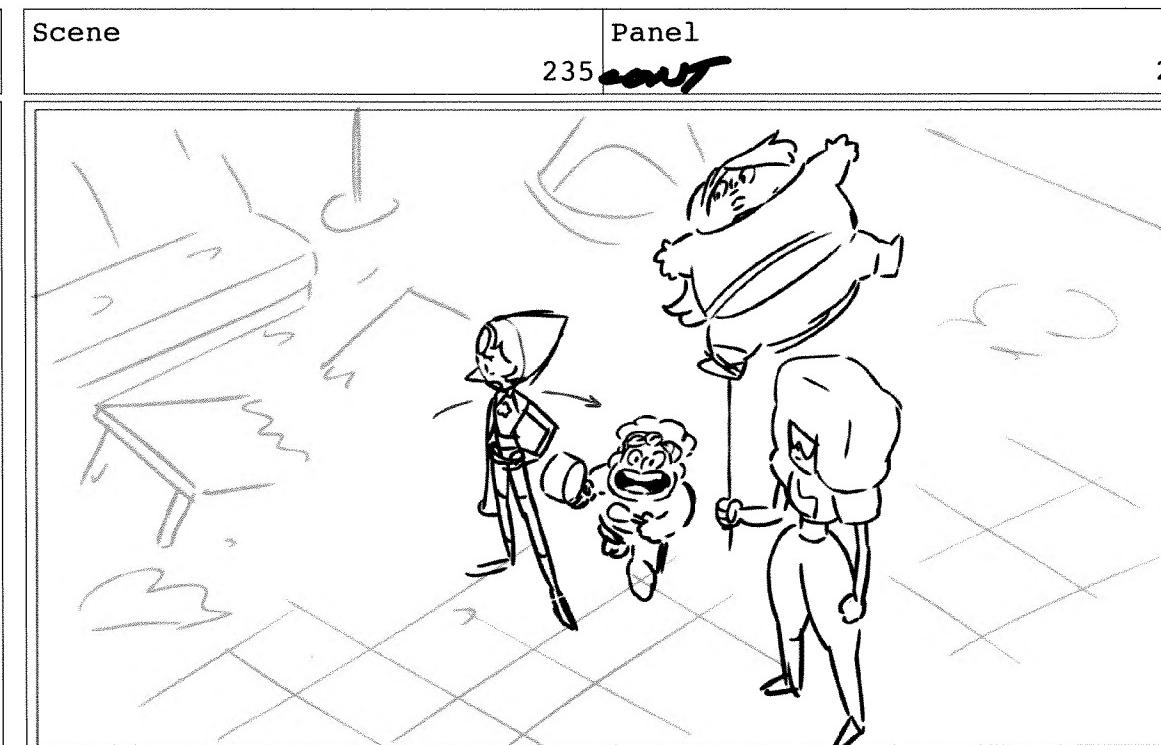
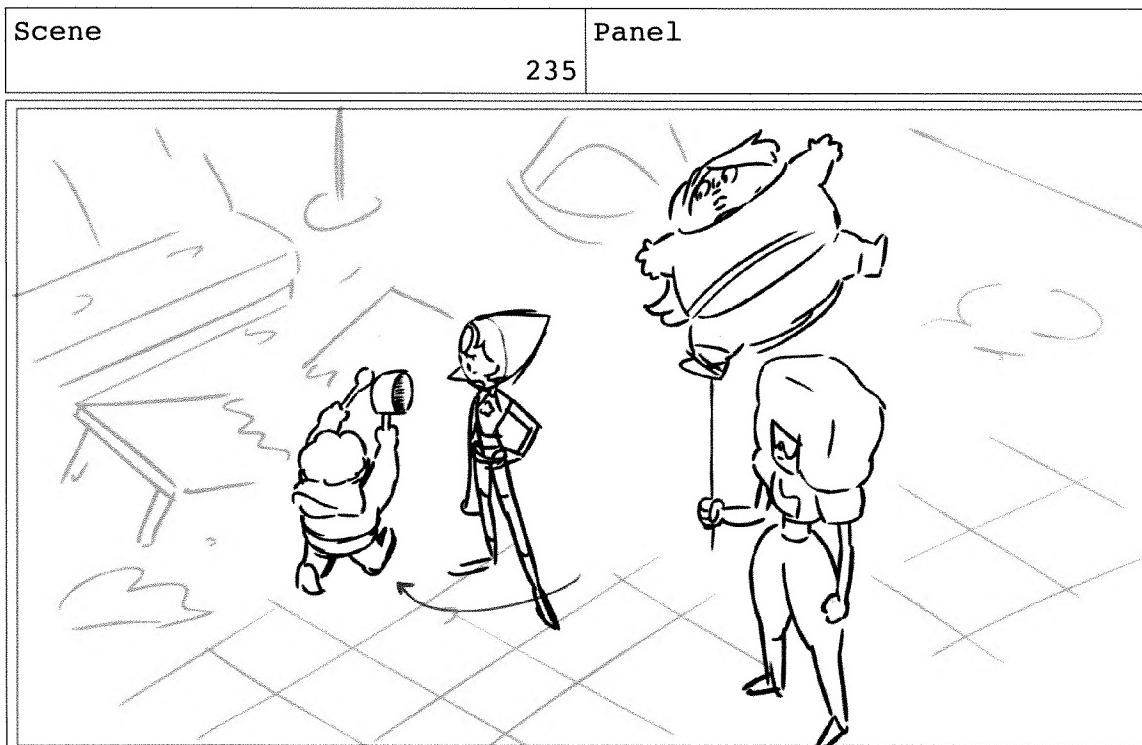
1.12

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1020 . 013

1020 . 013

1020 . 013

**Dialogue**

STEVEN: Pearls back! Pearls back! Pearls back!

Action Notes

Steven circles Pearl clockwise.

Slugging

Panels 1 + 2 = 4.01

Dialogue

PEARL: Steven, what are you doing?

STEVEN: Pearls back! Pearls back! Pearls back!

Action Notes

Steven circles Pearl clockwise.

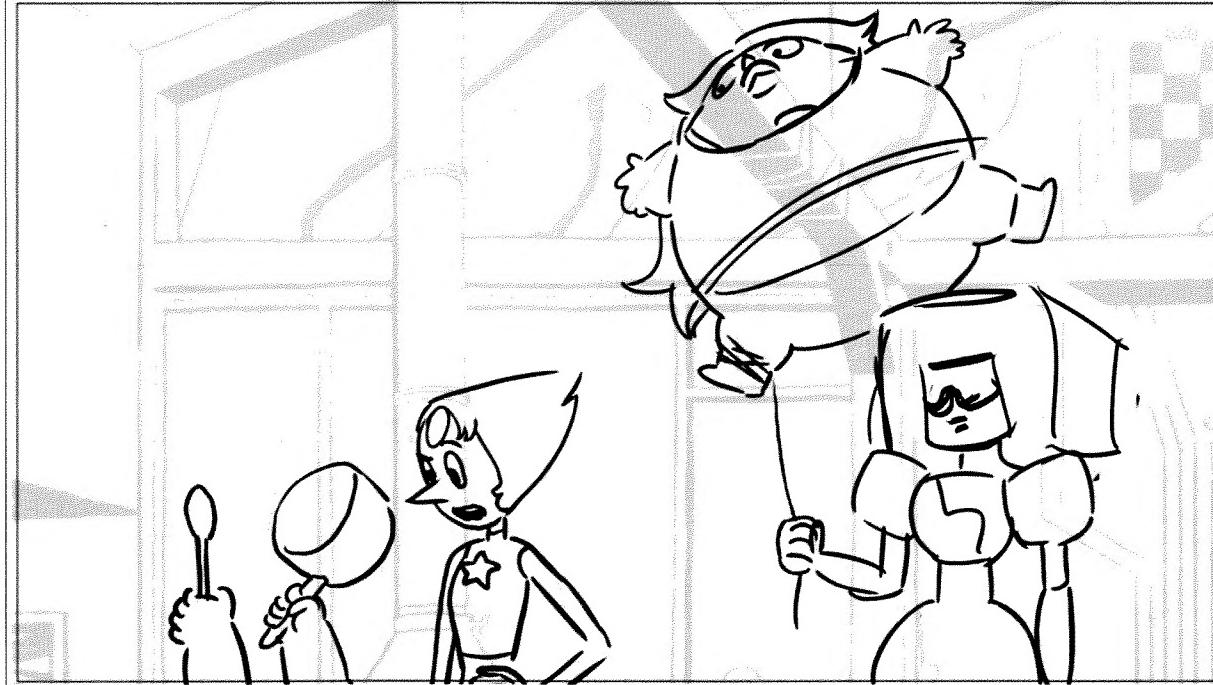
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Scene 236 Panel 1

**Action Notes**

Steven is banging the spoon on the pot.

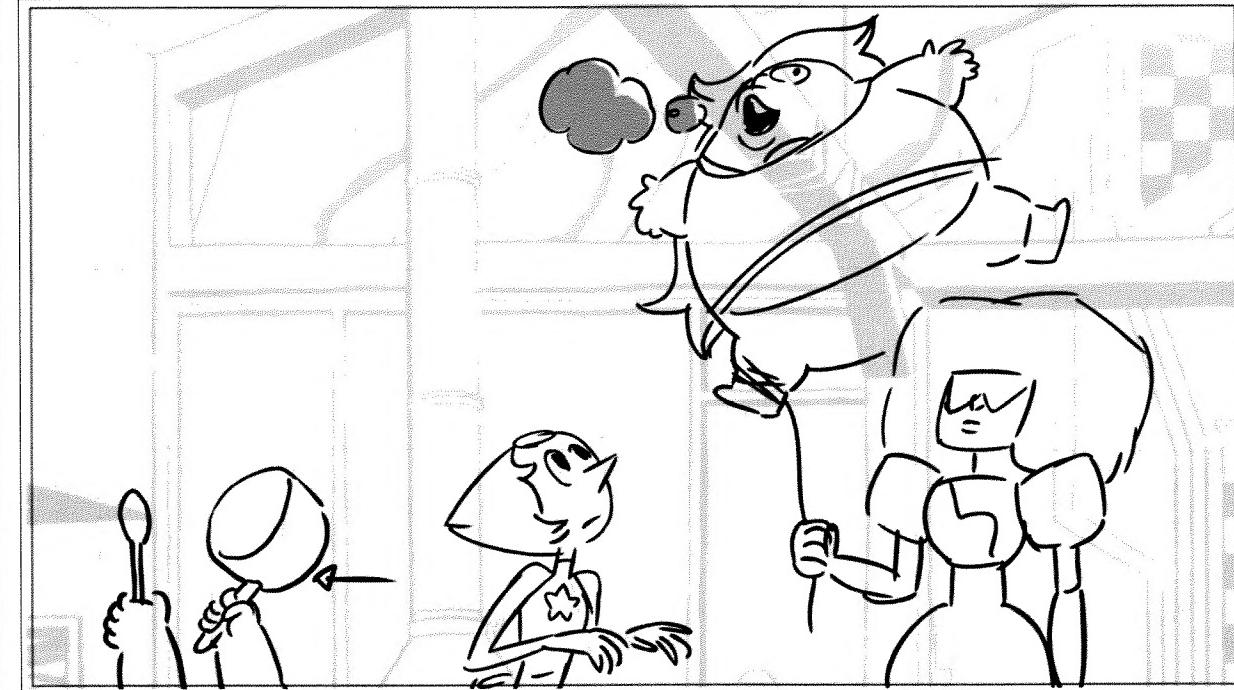
Slugging

Panels 1 + 2 = 1.09

Notes

Need -SP- H.U. Pearl to previous scene.

Scene 236 Panel 2

**Dialogue**

AMETHYST: *burp*

STEVEN: Pearls back!

Action Notes

Steven is banging the spoon on the pot.

Purple clouds come out of Amethyst's mouth.

Notes

Need -SP- H.U. Pearl to previous scene.

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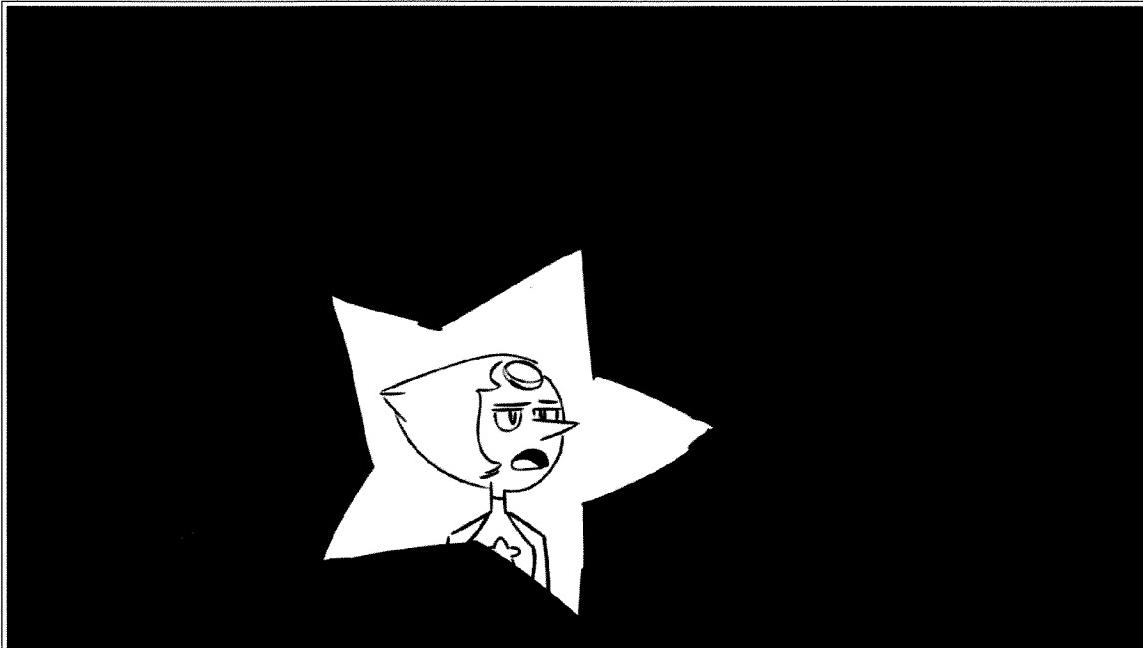
1020 . 013

1020 . 013

1020 . 013



Scene 236 Panel *cont* 3



Dialogue
PEARL: *Exhale* I can't leave you guys alone for a second.

Slugging
3.10

Scene 236 Panel *cont* 4



Dialogue
STEVEN: Pearls back!

Action Notes
Steven IN in front of Pearl.

Slugging
0.15

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1020.013

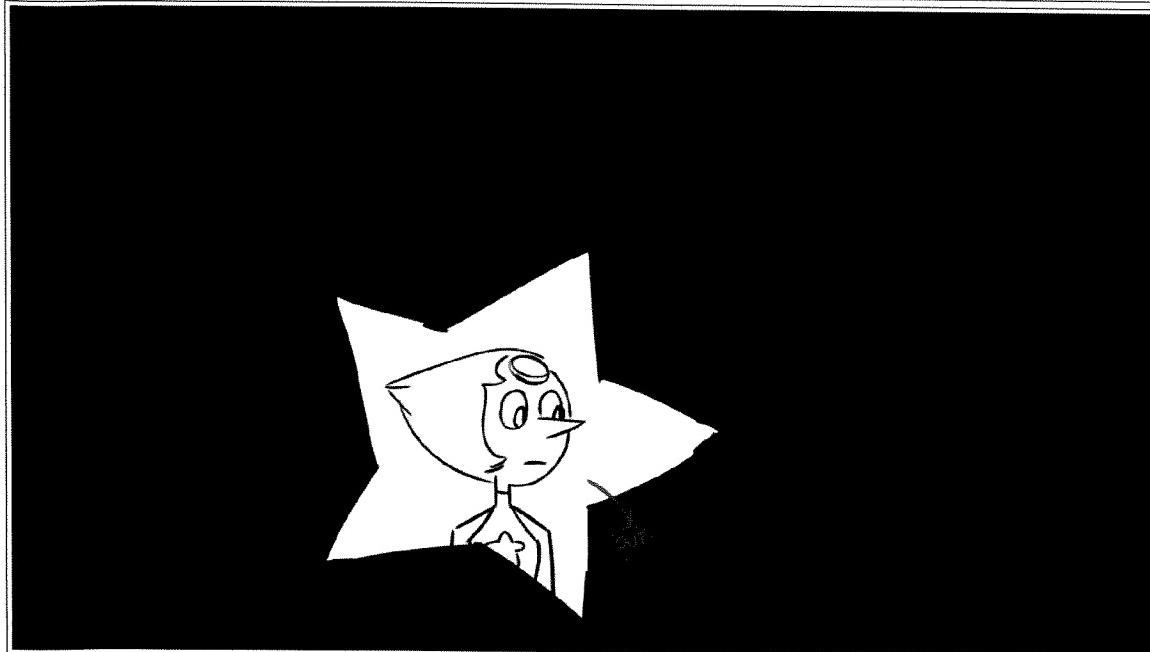
1020.013



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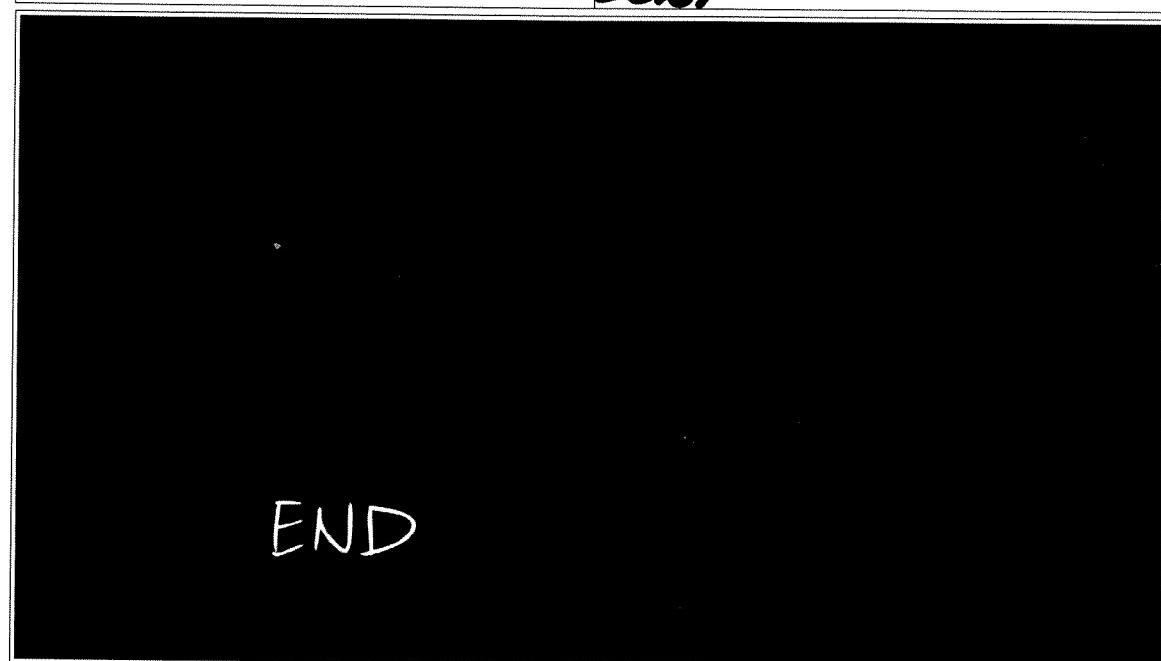
Scene 236 Panel *cont* 5



Action Notes
Steven OUT.

Slugging
1.02

Scene 236 Panel *cont* 6



Slugging
1.03

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1020.013

1020.013

1020.013